

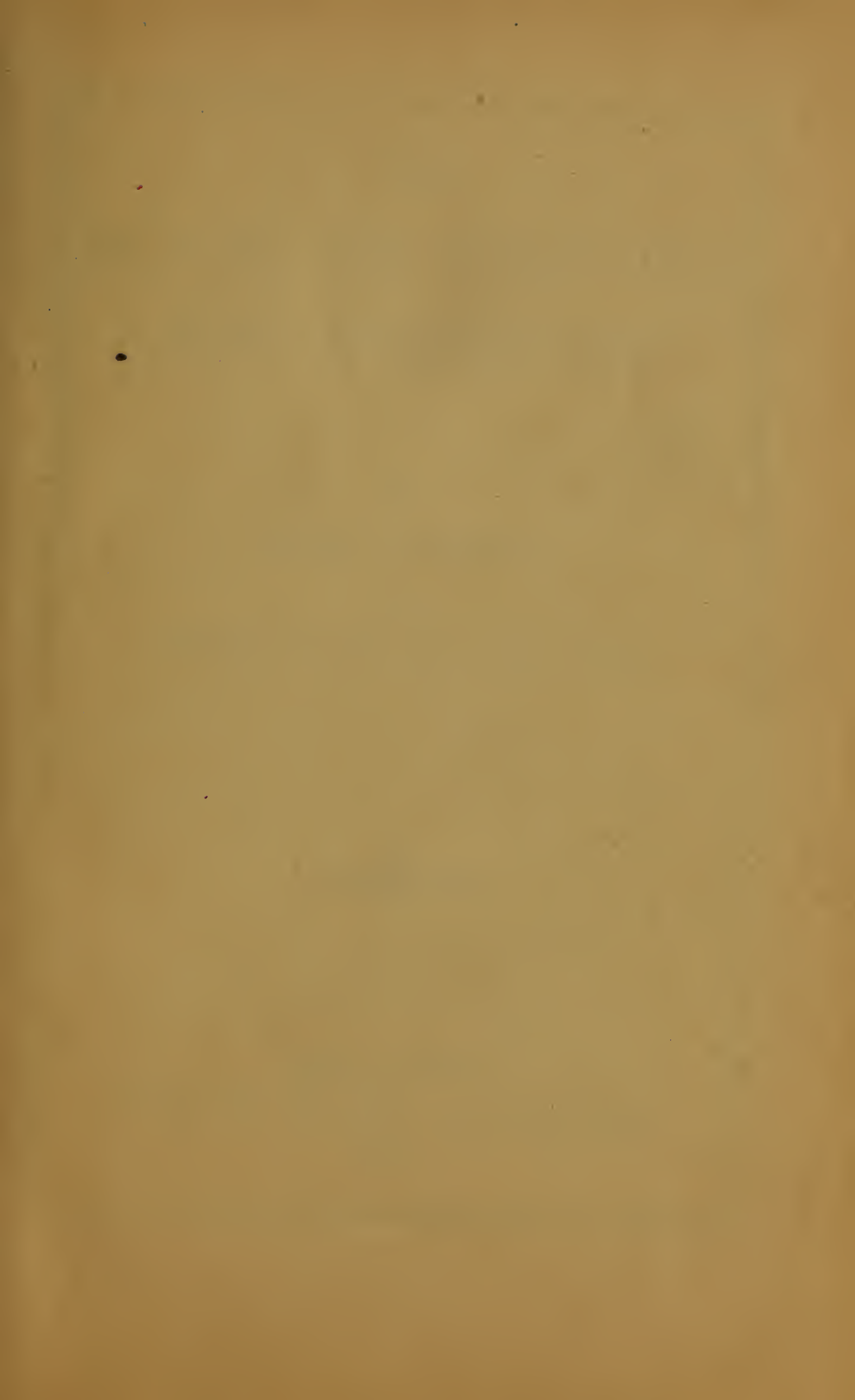


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THE BOOK OF PARTIES AND PASTIMES

25
1819

BY
MARY DAWSON
" AND
EMMA PADDOCK TELFORD



NEW YORK
WILLIAM RICKEY & COMPANY
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THE BOOK OF PARTIES AND PASTIMES

A SUFFRAGE SOCIABLE.

The Suffragettes and Antis request your presence at a Mass Meeting, to be held at 223 Liberty Square, on the 15th of the present month. This Meeting is intended to decide once and for all the vexed question of the ballot for women.

THUS ran the typewritten invitation, which bade twelve men and a corresponding number of young girls to an evening of mirth pure and simple.

If any misgivings as to a serious convention lingered in the minds of the bidden guests after reading the announcement quoted, such fears were promptly dispelled on entering the parlor where the Mass Meeting was called, and where mirthful sells arranged for the purpose kept all amused until the last comers were on the scene.

For instance, a large placard with pointing index hand read, "This Way to the Polls," while in the direction indicated several curtain poles were seen stacked up. Pictures of prominent women of the day, clipped from

the "public eye" department of magazines, were mounted on sheets of cardboard and inscribed with flaring capitals:

FOR PRESIDENT OF THE UNITED STATES,

MRS. ———.

FOR VICE-PRESIDENT,

MRS. ———.

Other placards urged those who ran and read to "Vote the Straight Ticket," etc., while a huge box marked Ballot Box, when investigated by the curious, proved to be full of soft caramels, obtainable by dipping in through an aperture in the lid.

Soon after the last guest expected had arrived the various tests which were to decide the question of woman's enfranchisement began. To settle this important point it was not only necessary to ascertain woman's ability in masculine fields, but the ability of the men at need to help out the daily domestic round.

Accordingly in the first frolic the men were given cards at the head of which were written such home captions as:

"How I make my famous cherry pie. By Mr. ———.

"My best recipe for delicious angel food. By Mr. ———.

"The perfect puff paste and how to make it. By Mr. ———."

With the cards went little sharpened pencils, and fifteen minutes were allowed in which to compose the formulas required by one's card, in competition for a prize.

While the men were composing their recipes the girls were given cravats, with instructions to tie them in masculine fashion upon a dummy figure provided for

the purpose by the hostess. At the end of ten minutes the recipes were read aloud and pronounced upon by the entertainer, an excellent cook, who awarded a book of chafing-dish formulas as a prize. The young woman whose cravat was manipulated into the most mannish appearing knot received a dainty lace jabot.

In another competition five-cent doilies with simple floral designs stamped in outline were produced and distributed among the gentlemen. Each recipient was obliged to work the one which fell to his lot, helping himself to colored floss, needles, etc., from the parlor table. While the men were engaged in embroidering, the girls wrote five-hundred-word essays on Ideals in Politics. The successful male competitor in this contest was presented with an embroidered sofa pillow, while the lucky lady received a pocket volume of essays.

Laughable, too, was a round where the men exerted themselves to darn masculine socks, while the girls, blindfolded, tried to furnish a rampant Suffragette drawn on a sheet with the much-coveted ballot. The Suffragette was a female figure, drawn with crayon and tacked up in the open doorway. Players were required to reach the figure with eyes bandaged and to pin into one outstretched hand a scroll marked The Ballot.

The bachelor who was considered to have darned most successfully received a dainty "hussif" well stocked with needles, thread, bodkins, thimble and other sewing aids, while the girl who furnished the Suffragette with the Ballot won a booklet treating of the first principles of housewifery in humorous verse.

At the supper table the place cards were made to

suggest ballot blanks with the name of the guest at the top in a line beginning, "I (Martha Green) vote for ———," etc.

By ordering ice cream molded in female forms, and herself fitting out each figure with a tiny flag with Woman's Suffrage in gold paint on it, the entertainer obtained a novel and very topical dessert.

A CLOTHESPIN SOCIAL.

FOR this frolic, which is guaranteed to keep your friends amused and interested for an entire evening, the only requisites are a generous supply of ordinary everyday clothespins and such refreshments as the hostess elects to serve. All sorts of games to be played with these modest laundry helps have been invented, and some of the best and liveliest are suggested here. The selection given is rather long for a single evening, so let each hostess read the entire list, selecting such as she prefers.

THE CLOTHESLINE GAME.

A strip of new clothesline is stretched across the parlor. It should be just high enough to come on a line with the heads of the players. The ends are tied securely to hook screws on opposite walls. Divide the entire supply of new clothespins equally, and place in two open baskets. Two players enter the contest at the same time. Each one takes a basket and begins operations at opposite ends of the line. The fun consists in deciding which of the

two can place the most clothespins upright on the line in the time allowed. There is a signal for the start and a time limit of three minutes. When the first competitors have decided the question of which is the better man or woman at laundry work, the name of the successful contestant is written down on a blackboard for future reference, while two more competitors approach the line. The pins are collected and another round begins. The championship, composed of the winners of all the different bouts, commences as soon as all the members of the party have had their respective turns. Winners play winners until but one player—the champion—remains. This person wins a clothespin cut from cardboard and gilded, which represents a point toward the final prize.

CLOTHESPIN FISHING.

For this a couple of washtubs filled with water, on which to float a number of ordinary clothespins, are required. The players receive small wands having short pieces of cord attached after the fashion of fishing poles. The poles may be prettily decorated with bows of ribbon. Players are permitted to form the cord into any kind of loop which they think could be utilized in jerking a pin from the water, or are allowed to attach a bent pin thereto for the same purpose. At a given signal all gather around the tub and fish for the floating pins. The one capturing the most pins in fifteen minutes carries off the golden cardboard clothespin awarded in each round.

CLOTHESPIN DOLLS.

For a children's clothespin party a merry half hour could be spent in dressing clothespin dolls. Water-color paints for making eyes, nose and mouth should be at hand, also a quantity of variously colored tissue paper, mucilage and scissors. Each child paints and decorates a clothespin according to fancy. The hostess considers the products critically, and awards a prize for the dolly that she considers most successful. When this award has been made, each child passes his or her doll to the next-door neighbor, who retains it as a souvenir of the occasion.

FUN WITH PROHIBITED WORDS.

Another way to spend a lively half hour is this: Divide all the clothespins at hand equally among all present, letting each one receive a generous supply. If it is not necessary to economize very strictly, pretty little baskets with ribbon-trimmed handles might be provided to hold the pins. Now explain to the assembled company that during the ensuing thirty minutes certain words in everyday use are to be barred out, and that any one using them is subject to forfeit. This forfeit is represented by a clothespin, which must be rendered up to the person detecting him in error. As examples of the words to be forbidden we will take "yes," "no," "and," "he," "she," "it." The player athirst for spoils circulates about the room, engaging other players in conversation, and endeavoring to lead them into verbal pitfalls. He must

be wary at the same time to avoid the dangerous monosyllables himself. Lost pins can only be won back by tripping up one's fellow players and securing some from their store. At the end of each ten minutes the forbidden words are changed. Those once prohibited become perfectly legitimate, while others previously harmless are now fraught with danger. Many players will find it difficult to remember just what terms are in order. A most amusing and laughable confusion is likely to result. The contestant having the most clothespins at the end of the game receives the usual point.

CLOTHESPIN CROQUET.

Again, a new version of croquet is possible, using the versatile pins. For this arrange here and there over the carpet little wickets composed of three or four clothespins each. Candlesticks or books placed upright will do for the stakes which mark the start and finish. The balls can be those belonging to a small parlor croquet set, or little rubber balls tiny enough to pass through the clothespin wickets may be substituted. If wooden mallets are not at hand, wooden spoons or walking sticks can be used to drive the balls. Players draw for the start. A player who drives his ball successfully through a wicket (these must be taken in order) without dislodging any of the clothespins that go to form the latter is entitled to another shot. He continues to play until some wicket is wrecked as a result of his stroke. When this occurs, the wicket is readjusted and the player awaits another turn. As in croquet, the player who first completes the round of the wickets wins the game.

A GUESSING BOUT.

All the clothespins in the room are gathered up and tumbled into a huge basket. If the hostess desires, she may add an extra dozen or two, in order to make calculation impossible to the guessers. Paper and pencils are distributed, and each competitor is asked to estimate the number of pins in the receptacle.

A PARLOR SNOW FROLIC.

WHILE Jack Frost is enthroned in shimmering majesty out of doors a pretty home entertainment called a Parlor Snow Frolic can be arranged.

For the invitations get the little holiday cards which sell for a penny apiece, one side of which is decorated with a "frosted" snow scene, the reverse being blank.

On the blank side write the notes, which may be worded as follows:

"The presence of your company is requested by the Snow King, who will hold his court at 3243 Arlington Avenue, Friday, Dec. 26, from 9 to 11. R. S. V. P."

To prepare a court befitting his hoary majesty scatter green pine boughs with handfuls of raw cotton and shaved tinsel paper. The white coverlet of Mother Earth in frost season is simulated by a couple of old cotton

sheets stretched across the floor and tacked down neatly so as to hide all vestige of boards or carpet.

Over these sheets scatter green holly leaves and pine cones with a generous coat of diamond powder to give the effect of sunlight on snow. Shiny white paper muslin is even better than the sheets if the strictest economy is not actually necessary.

With a little trouble a mammoth Snow Man can be constructed to occupy one end of the room. An empty basket barrel makes a splendid base, with pillows molded round to form the head and the whole covered with thin strips of cotton batting. Eyes, nose and mouth are added with water-color or with black ink.

In the body of the Snow Man a number of tiny packages are concealed. Each package is labeled with the name of some expected guest. The little bundles may contain presents, toys, fortunes or jokes, as the hostess elects.

Snowball throwing at a target is a good game with which to test the marksmanship of the company. Have the target black and for the snowballs use white rubber projectiles, which just previous to being thrown are rolled in a pan of flour or precipitated chalk. The white mark left on the target each time a ball hits the latter shows conclusively how close to the bull's-eye the marksman came.

For a prize in this contest give a calendar for the new year with "frosted" decoration.

An icicle game will be found as interesting as it is picturesque. The icicles are twisted sticks of old-fashioned peppermint candy. Each stick has pasted to one

end of it an inch or two of silver bébé ribbon with a bow. This ribbon serves to suspend the icicle from a silver cord stretched across the room. One by one the players are blindfolded, given scissors and sent to clip down an icicle. Any player accomplishing the feat may eat his or her icicle on the spot.

Snow crystals form the basis of another contest. The shapes for these, patterned on the snow crystals seen under a microscope, can be obtained from any school-book on elementary physics. Cut them from eggshell cardboard, having each crystal about six inches in diameter. Cut each crystal in half and hide the halves separately about the room. When the entertainer gives the signal by dropping a handkerchief the players begin to search for crystals. The two players first to secure halves which dovetail and to bring them to the hostess receive bonbonnières in the form of snowballs filled with candy.

Or, if a longer search is preferred, the prize can be awarded for the greatest number of crystals completed by any player.

For a game of more intellectual plane try Snow Questions. Write on squares of white tissue paper questions relating to certain literary snows—snow in poetry, geography, and so forth. Crumple each paper and collect the various “snowflakes” in a basket or bowl. This receptacle is passed around the circle, each player taking a flake.

Suggestions for a partial list of such questions are given below.

Who wrote a poem called “Beautiful Snow”?

What was the Snow Image?

Who wrote a fairy tale entitled "The Snow Queen"?

Give briefly the scientific explanation of snow.

Who were Snow White and Rose Red?

When all have answered or declared themselves unable to do so, all those who replied correctly draw for the prize.

The appointment of the table for the Snow King's feast should be of dazzling whiteness. If possible, use china without any touch of color. Glass and silver fall in prettily with a snowy scheme. Candle shades should be of silver filigree, or white cardboard with tinsel trimmings, or of white silk, with fringe of translucent beads.

A snowball of white flowers, which any florist can supply at short notice, makes an effective centerpiece, especially if suspended just above the board with white ribbon or silver cord.

Another suggestion is a basket of dainty shape enameled with silver paint and filled with feathery white chrysanthemums. Or, to avoid expense, a home-made cake, prettily iced in white, which can be placed on a bed of mistletoe.

The supper could be limited entirely to white without any diminution of its deliciousness. The refreshments might begin with cream of oyster soup in white bowls. Place each bowl on a plate set off with a doily of silver lace paper.

Cold sliced chicken, stuffed egg salad (the yolks carefully concealed) and pineapple or Swiss cheese sandwiches wrapped in silver foil could form the main course. Then ice cream in some white flavor, in cases of white

tissue paper fringed with silver tinsel. Serve it with white iced cakes, except where there is the larger cake to be cut, and follow with hot cocoa, coffee and white bonbons.

After supper the guests return to the parlor to assist in demolishing the Snow Man, when, of course, the little souvenirs are found.

A LITTLE WOMEN PARTY.

IN the way of a merry romp for a company well acquainted with each other, a novelty called a Little Women entertainment probably takes the party-giving cake.

The idea originated with a bright girl, herself considerably under medium height, who explained her end and aims as follows:

"Small people are always at a physical disadvantage in the world, though mentally inferior to none. We can't reach car straps, are stifled in a crowd, to say nothing of being so much less imposing than those daughters of the gods, divinely tall. So I hit upon the plan of arranging an evening where for the space of four hours the small person should be in the ascendant, the taller members of the community watching us carry off all the prizes."

The result was a most amusing and laughable little party, which some other hostess, whatever her inches, may like to copy. Invitations were written on sheets of paper and enclosed in envelopes to match.

As guests entered the parlor on the appointed evening

the first object to greet their astonished eyes was a scales (rented for the occasion).

Each arrival was politely requested, after a greeting by the hostess, to mount the scales and obtain his or her correct weight. He or she then received a pink ticket on which the result was written and which might or need not be shown to other guests, according as the victim elected.

When all had arrived and had been weighed the tickets were collected and privately examined by the party-giver. The lady and gentleman weighing least of their respective sexes received prizes. In the case of the former this award took the shape of a tiny mirror to fit into the pocketbook, the lucky man receiving a thumbnail edition of some classic work.

The two heaviest members of the company were condemned to write short essays "In Praise of Little People" and to read them aloud.

When the fun of this absurd feature had somewhat abated, tape measures and footrules were produced and amid shrieks of laughter the height of every guest in the room was carefully taken.

The shortest gentleman then took the lady of least inches as his partner and together they led a triumphal procession marching round the room.

The procession terminated in an arch formed by the joined, uplifted hands of the remainder of the party, under which the smallest couple darted, showered with rice surreptitiously brought upon the scene.

Naturally, each one of the couple received a prize.

The masculine trophy took the form of a tiny magnify-

ing glass, with attachment for suspending it upon a watch fob. The lucky girl received a silver photograph frame just large enough to hold a picture of the smallest size.

The tallest couple received linen picture books recounting the adventures of Tom Thumb.

AN OLD GLOVE PARTY.

A CHARMING little suggestion for a "just girls' " entertainment was discovered in an Old Glove Social.

The invitations were most unique. They were made from heavy water-color paper, cut out and colored to represent a new pair of gloves, the color of the kid being different in every case. One side of the paper only was colored. On the reverse side appeared this invitation:

My Dear Elizabeth:

I hope you will be able to make one of us at an Old Glove Party at our house to-morrow week, February —, from 3 until 6 in the afternoon. Please bring your very oldest pair of gloves and a bright idea for transforming them into some pretty little article to be sold for the Crippled Children's Open Air Fund.

Very affectionately yours,

EDWINA.

On the day named twenty to twenty-five girls (who had previously R. S. V. P.'d) arrived at the house from

which the symbolic gloved hands had proceeded. Each young woman carried a pretty workbag in which lay a pair of old gloves with morsels of silk, sachets and cotton wadding.

The hostess then revealed the interesting fact that two prizes were to be given for the first and second best ideas in articles devised from old gloves.

Dishes of bonbons were found on mantels and tables within easy reach and with these the workers refreshed themselves from time to time during their labors.

By half past five from twenty to twenty-five newly made fancy articles plumed themselves upon the living-room table, each one docketed with the name of the inventor, to await judgment. While each of the articles was extremely dainty and well done, nothing overelaborate had been attempted and nothing begun which the three afternoon hours could not see completed.

The prizes in the contest were allotted by ballot, each girl voting for any production except her own. The votes written on slips of paper were taken up by the hostess, who passed around a basket for the purpose.

The first prize was a lovely linen glove case in colored and embroidered linen. The second was an order upon a good shop for a pair of gloves to be selected by the prize-winner.

Each girl who failed received a bouquet of sweet violets to console her for the defeat.

Refreshments rounded up an exceptionally enjoyable afternoon.

A DUTCH TREAT.

A DUTCH PARTY, although neither formal nor expensive, affords great scope for novelty and for any originality the entertainer may possess. Delft blue is the happiest choice in color schemes.

Invitations should be on Delft blue paper or on white cards or note sheets decorated with windmills, Holland fisher folk, etc. They may be worded in funny broken English phraseology to presage the fun of the occasion. Following is a good form for them:

Mine Frent:

Come oudt und make pooty much fun with us at
a Dutch Treat next Thursday efening, from 9 till 12.
Andswer and respond, but come pooty quick yoost
the same.

Your frent,

GERTRUDE MANNING.

You can obtain from shops which make a specialty of such goods crêpe paper with white background, and a design of Holland maidens, windmills and sailing vessels in dark blue. This makes a pretty wall trimming. Any prints of characteristically Dutch views or figures will help out in the decorative scheme, as will also blue and white china, blue and white candle shades, etc.

The refreshment table should be in blue and white, with either linen or tissue paper tablecloth, white bordered in blue. At either end of the table have a wooden shoe filled with natural tulips, and in the center a square

bed of moss in which are stuck a number of the same kind of blooms, but in tissue paper. From these, narrow ribbons run to the covers of the guests. At the end of the meal each man or woman pulls a ribbon and obtains a flower, at the center of which a tiny gift is tucked away. The ladies also receive tissue paper headdresses of Dutch contour and the gentlemen small steins as favors.

Of course, the games or contests must be in keeping with the plan of the evening. One of these might be a contest in copying the outlines of some Dutch print. The picture should be tacked up where all can see it and the little cards with pencils attached distributed among the company. Allow ten minutes for the sketching and award a pretty plate in Delft blue as the prize.

Or the figure of a pretty Dutch girl can be sketched and colored on a strip of muslin by the entertainer. This is tacked up in the doorway, and each guest must try, blindfolded, to pin a wooden shoe on the girl's foot, which is visible (unshod) below her skirts. The shoe can be cut out of yellow paper or pasteboard.

If the guests are of an intellectual turn pass around penny blankbooks and ask the company to write down as many interesting facts about Holland and its people as they can recall. At the end of twenty minutes the papers are read aloud. A prize may be awarded for the cleverest, but this is not necessary to the enjoyment of the contest.

Or distribute squares of cardboard, with pencils, and see who can in fifteen minutes draw the most complete map of Holland, giving the principal towns and other points of interest. This will afford the amateur ge-

ographers a chance to show their prowess. Give a large stein and a bonbonnière in the form of a Dutch girl as prizes, if these incentives are to be given. The former is the gentlemen's award, the latter the ladies'.

To decide the question of places at table, cut the little Dutch figures out of advertisements (where they are so popular) and cut each "ad" in half, some across, some diagonally, some through the center. Put one set of halves in one basket, the other in another, and let men and women draw from the different baskets. (Postal cards with Dutch design can be used in the same way.) Those whose halves match are partners and go in to supper together.

READING PHOTOGRAPHS.

A YOUNG woman who had just moved into a new community and formed a new circle of acquaintances devised this contest. She handed each member of the company the photograph of a person presumably unknown to the recipient. The men were given girls' photos, the girls were given those of men. Each received at the same time a card and pencil with a request to write a description of the photographed subject, describing color of the eyes, hair, complexion, and so on, also to formulate a character from the features. Twenty minutes was appointed for studying the pictures and writing out the character. After this the descriptions, etc., were read aloud. The hostess being personally acquainted with the subjects, then decided which merited the prize—a photograph frame.

OUR HORSE SHOW.

INVITATIONS to the affair, which were in the form of posters, were typewritten and were worded somewhat like the following:

GRAND HORSE SHOW.

To occur on Monday evening, November 13, at Brown's, on the Tingleytown Road, at 8.30 p. m.

The order of exhibits will be as follows:

First—Private view of stalled entries.

Second—Naming the horses.

Third—Reporting the gowns for the papers.

Fourth—Hunting the horseshoe.

Fifth—Distribution of blue ribbons.

The first feature of the show was a very absurd one. For it we roped off a certain space along one side of the room, subdivided it into stalls and sprinkled the floor with hay. In each stall we put a horse—of some kind. One was a clothes-horse. It wore a sailor hat and coat to carry out the name. Next in line a rocking-horse. Attached to this was a placard reading: "Wooden Horse of Troy (for further information see Homer)." Another exhibit was a saw-horse. A large toy horse borrowed for the occasion from the nursery, when gorgeous pink tissue paper wings were added, became the wonderful Winged Horse, Pegasus. A battered-up tin horse on

rollers was entered as Maud S. There were in all about a dozen entries.

NAMING THE ENTRIES.

When the private view had been duly enjoyed the game of naming the horses was introduced. This we had prepared for by cutting from magazines and newspapers a number of pictures of horses, as diverse as possible. They ranged from the jaded sufferer of the huckster cart or the large-headed equine of the comic papers to the bucking bronco of the prairies or the slim, blooded hunter. We mounted each of these pictures on thin cardboard, and, having identified each with a number, arranged the set on easels around the room.

To play the game each man or girl was given a pencil and paper on which to write down his or her choice in names for the horses. At the end of twenty minutes the papers were collected, and points counted according to a previously arranged system, which was as follows:

Any horse who received the same name from two people counted two points for each of the two people naming it. A horse named in the same way by three people counted three points for each of the three; four times, four points for each person, and so on.

As the company was a large one and the horses numbered about twenty, the repetitions of their titles were very amusing. One sorry-looking nag was dubbed Maud S. no less than four times, and another hardly less dilapidated thrice received the title of Hector. Four other entries were similarly named twice.

As prizes we gave little silver stamp-boxes decorated

with a horse-head, riding crop and other equestrian insignia.

GOWNS SEEN AT THE HORSE SHOW.

This was followed by reporting the gowns. Here we distributed among the company little cards ornamented by pictures of smartly dressed girls, which had been clipped from the fashion columns of the newspapers, and tinted gaily with water-colors. Below which were written the following puzzles—without the answers, of course—which are here given for the convenience of the hostess. Each card had a pencil attached with ribbon:

One gown was a long-haired Peruvian animal: Alpaca. Another was a loud noise: Crash. A third was a symbol of worldly sacrifice: Nun's-veiling. A fourth was one of the painter's materials: Canvas. There was one an amphibious creature: Duck. And one, hills in Scotland: Cheviot. There was also one of a rising billow: Surge (serge). And another of a grassy sward: Lawn. A walking-suit was of something secret: Covert. While next to it was a costume composed of a dwelling and wove: Homespun. One was a spotted mountaineer: Dotted Swiss. Arrived and a good friend made up another: Came Brick (Cambric). To spice and sweeten wine was another: Mull. And one was an isthmus: Panama. A musical instrument and a Scotch river in combination gave the last toilette: Organ Dee (organdy).

We awarded a subscription to a popular fashion journal as the ladies' prize in this contest, while a book on horses was the men's reward.

HUNTING THE HORSESHOE.

The good luck horseshoe emblem was utilized for one of those merry search games which are always so much enjoyed. From a sheet of silver paper or tinfoil we cut a quantity of tiny silver horseshoes about an inch in diameter. These were hidden in all available nooks and crannies around the room. When the signal was given every one began to search for good luck in horseshoe form. There was also a cardboard horseshoe much larger than the silver ones and colored blue; a real horseshoe gilded, and a number of little horseshoe-shaped cakes which were to be eaten up as soon as found and which counted nothing in the awarding of prizes. The blue horseshoe counted five and the gilt one ten; the little silver shoes counting one point apiece. A paper weight in the form of a horseshoe and a pincushion in the like appropriate shape were prizes here.

DISTRIBUTING BLUE RIBBONS.

Blue ribbons were distributed in the next half hour for prowess in drawing horses. All present received slips of paper on which they were requested to draw with eyes shut a likeness of the topic of the hour.

We prepared absurd little souvenirs of the occasion by cutting ginger cookies in equine shape, the horse cake beloved of childhood days, and tying each with blue ribbon. We presented these souvenirs as each guest took

his or her departure, expressing a hope that our guests "might not suffer any hoarseness as a result of the party."

A GOLF TEE.

FOR lovers of golf a new frolic has been discovered which costs little to get up, either in time or coin of the realm, and which has been found extremely enjoyable by more than one golfimaniac. Invitations are issued on the fancy note paper sold by most large stationers, in which the surface of the sheet is covered with a Scotch plaid design in delicate colorings.

The parlor is converted into a fair green by stretching green baize or green paper muslin over the floor and banking the walls with leafy boughs.

When all have arrived each guest receives a golf score card or score book in which are written the questions given below. The answer to each is a golf term which players are required to find. The person whose list is completest at the end of three-quarters of an hour could receive one of the popular bonbonnières in the shape of golfing girls filled with sweets.

THE GAME.

Part of a celebrated American hill: Bunker.

A letter of the alphabet: T(ee).

Requires a carriage: Drive.

Found at the top of the barn: Loft.

Risks: Hazzards.

Possessing "cheek": Brassey.

A refreshing beverage: Tea (tee).

A vessel to hold the foregoing in a dry state: Caddy.

That from which it is drunk: Cup.

A shed for swine and a personal pronoun: Sty-me (stymie).

Entire, complete: Whole (hole).

A social or philanthropic society: Club.

Noise made by a fowl: Gobbler.

Two parts of the foot: Heel, Toe.

To abstract by dishonest means: Steal.

A TRIP TO THE THOUSAND ISLANDS.

A NEW and interesting question game founded on the names of the different islands of the world map arranged as riddles makes a delightful basis for an entertainment at any time of the year, but especially for a stay-at-home social on the porch.

In order to let the guests into the secret from the first the little notes can be worded somewhat as follows:

My Dear Miss Blessington:

I hope you can accompany us on a Trip to the Thousand Islands, which is to start from our porch next Thursday at 4 o'clock. The trip through the islands will last only about an hour, but I shall hope for the pleasure of your company at tea afterwards.

Cordially yours,

EDITH WORMLEY.

The hostess and any one assisting her to receive should wear sailor suits and yachting caps. Any steamer chairs which can be borrowed or hired add to its picturesqueness. A nautical pennant can be hung in front of an electric fan to flutter noticeably in the breeze.

The following riddles are written on cards, of which each member of the company receives one. Blanks are left opposite the riddles, in which players write the answers, as they suppose them to be.

THE THOUSAND ISLANDS.

What islands are always sold at lunch counters?
Sandwich.

✓ What island is always verdant? Greenland.

✓ What island is a bright British coin? New Guinea.

What island was recently discovered? Newfoundland.

✓ What island should be able to supply plenty of frozen refreshments? Iceland.

What island is always wrathful? Ire-land.

What island offers a peculiar form of the cup that cheers? Hay-ti (hay tea).

What island gives a very discourteous greeting to visiting ships? Ceylon (sail on).

What island is a girl's name differently spelled? Sicily.

What island should abound in sweetmeats? Candia.

What island is rough and unrefined? Corsica.

What island should furnish canned fish? Sardinia.

What island is a pine tree? Cyprus (cypress).

What island should maiden ladies make a point of visiting? Isle of Man.

What island is handsome, expressed slangily? Bute.

What islands have no common sense? Scilly Islands.

What island is peopled entirely with the Caucasian race? Isle of Wight.

What islands claim forfeits with presents? Philippines.

What island abounds in driveways? Isle of Rhodes.

What islands are also small singing birds? Canary.

What islands are always in debt? Ionian (I owe).

What island is six-sided? Cuba.

What island is against all expense? Anticosti.

What island is slow about things? Long Island.

What island in former times received many celebrated heads? Block.

What island is always being hunted? Deer Island.

What group should always have a pleasant breeze? Windward.

What island is feared for its jumping and kicking? Kangaroo.

What island should assure good eating? Cook.

To what islands should we look for great wisdom? Solon.

At the end of an hour the hostess collects the little cards and compares the answers with those on her own list.

Books of travel should be awarded for the two best lists. Primary grade "geographies" covered with gaudy calico would make amusing boobies for those judged least successful.

A LEMON SOCIABLE.

A COOL little frolic for a summer day and one suitable for either a few friends or a company of twenty or thirty is a Lemon Party.

Have the porch or parlor, whichever is to be the scene of the frolic, decorated with pale lemon-colored tissue paper. Oriental lanterns in this tint can be used (unlighted for an afternoon function), and almost any kind of yellow flowers at hand arranged in jardinières.

A small branch of evergreen or other tree is planted in a pot of earth to simulate a growing shrub and to this are attached a number of little natural lemons tied with red or blue ribbon.

Each lemon has been hollowed out and filled with raw cotton, and in the raw cotton is buried a little five or ten-cent gift. At one stage of the fun the players are blindfolded and sent one by one to cut down a lemon. The gift found in the fruit cut down belongs to the person cutting it. If any player fails to clip a fruit in the required time—that is, about three minutes—he or she receives no gift.

Another game consists in seeing who can in three minutes string on a thread the largest number of lemon seeds. These seeds are brought upon the scene in a bowl and must have been carefully washed and dried.

Give some simple prize in pale yellow for the longest string.

Another laughable contest would be one in which the guests outvie each other in making humorous animals

out of lemons. The hostess should provide a tray containing soft-shell nuts, small fruit, raisins, prunes, currants—anything of the kind which can be gathered up at the time—with a quantity of wooden toothpicks and wire hairpins. Fifteen minutes is given for fashioning the animals out of these materials. The player whose animal raises the loudest shout wins the prize.

A papier-mâché lemon filled with sweets makes a good prize.

Again, there is a lemon race in which two persons playing at the same time try each to outclass the other in rolling a lemon over a certain course with a lead pencil. A pretty lemonade pitcher might be the prize here.

Refreshments will, of course, fit the occasion. Among them should figure cold lemonade with lemon ice or ice cream and lemon layer cake. Lemon sticks of the old-fashioned sort might be passed around as an accompaniment. Or, if the entertainer wishes to offer souvenirs, she can purchase tiny glass jars of lemon candy. To each with yellow ribbon tie a little card with the day and date of the entertainment on it.

A VIOLET PARTY.

THE pretty motif of the violet can be made the basis of a parlor frolic at once easy to prepare and delightful.

Tinted note sheets delicately perfumed with orris root and having (if the entertainer possesses even a slight degree of skill with pen and color box) wee sprays of

the blossom replacing the monogram are sent as invitations.

Arriving guests find the room prettily festooned with crêpe paper in pale violet color, relieved here and there with touches of green. A rather pale shade of violet should be selected in order to avoid too somber an effect. Mantelpiece, tables and window seats are decorated with bowls of natural violets.

Here and there around the room, sometimes pinned upon the wall, are seen a dozen or more of small objects or pictures having numbers written upon them, or attached in some way. Among the puzzling exhibits are:

A picture of Napoleon.

A stone with moss on it.

A toy bank.

A card with a quotation from Tennyson, reading:

“And from his ashes may be made
The violet of his native land.”

A book entitled “Lenten Meditations.”

Cardboard cut to represent a huge canine tooth.

A bottle of violet perfume or a box of violet powder.

The purpose or meaning of these little objects is not made known until the last guest has made his or her appearance. When all are on the scene violet-colored cards with violet-colored pencils attached are distributed and players are informed that in each exhibit marked the discerning mind will find some reference to a violet. These references, which embrace legend, poetry or history, are to be guessed for a prize.

For the sake of hostesses who wish to copy the pretty idea I had better explain the various allusions:

The picture of Napoleon recalls the fact that this was the great general's favorite flower, the emblem of his followers, and suggests his pet name of Corporal Violet.

The stone with moss on it (or it can be touched with green paint) recalls the celebrated—

“Violet by a mossy stone,
Half hidden from the eye.”

The toy bank alludes to the Shakespearean song:

“I know a bank whereon the wild thyme blows,
Where oxslips and the nodding violet grows.”

The Tennysonian quotation is an allusion to the famous legend of Ion, the mythical ancestor of the Ionians.

The book of Lenten Meditations suggests the violet hue of the penitential season.

The cardboard tooth is to be translated the dog-tooth violet.

The perfume bottle is intended to recall the Shakespearean verses:

“To gild refined gold, to paint the lily,
To throw a perfume on the violet.”

Twenty minutes are allowed for working out the answers. At the end of that time the lists are collected by the hostess, who awards as a prize for the best the bottle

of violet perfume. This might be presented with the laughing suggestion that the Shakespearean moral as to overelaboration be observed by the recipient.

By way of a change the next frolic can be less intellectual. For it the entertainer produces several of the ten-cent violet-making outfits now sold in all toy shops for kindergarten purposes, and each man or girl is called on to produce with the aid of the pattern the best violet in his or her power. A violet satin covered with sachet ornamented with a water-color design of violets is the prize here.

The violets prepared in this game can be utilized in a merry scramble contest.

They are mounted on long wires by the hostess and stuck upright in various positions around the room. Thus, a certain number are embedded in the carpet, more in the crevices of chairs, one each in the various vases, et cetera.

The company is asked to fall into line, and the hostess or some one else who does not enter the game begins a merry tune on the piano. To this the company march, clapping time.

Whenever the music stops, which is always suddenly, as in *Going to Jerusalem*, players dart from the line and hastily pick as many of the artificial violets as possible. The moment the music is resumed they must return to the line and proceed with the march. Any one seen plucking a violet after the music sounds again is debarred from the prize. The merry exasperation of being obliged to discontinue when a flower is just within reach and the general scamper to return to the line makes the

game an exceedingly laughable one. The player collecting most violets during the scramble might receive a pretty glass vase "for holding violets."

Another amusing contest on a different order is arranged for in this way: A pound of violet-colored candies, preferably the smooth sugar-coated almonds in violet tint, is heaped up in the center of the table on a square of clean tissue paper, also violet. Each player receives a teacup and a pair of the little bonbon spoons which all confectioners keep in stock.

From the top of the pile floats a wee penny flag. The fun consists in having each player in turn remove a candy from the pile, banishing from the ring each person who removes a candy which results in a tumble of the flag. The tongs are, of course, used to lift the bonbons from the pile. After the dismissal of a player the candies are again piled up and the game continues as before. Little by little the number of players is reduced until but one remains. This person is declared prize-winner. The prize might take the form of a violet-colored box containing all the almonds used in the competition.

Again, the men and girls can be blindfolded one by one and led to a blackboard, where they are given a piece of chalk and asked to draw a violet with leaves. Owing to the sightless condition under which the artist labors the drawing will provoke much fun. Give a blotter decorated with violets as prize for the best and a bunch of tissue paper violets as booby.

The table for the supper, which follows close upon the conclusion of the games, abounds in violets. The centerpiece is a species of Jack Horner pie made of a cheese-

box and surrounded with violet and green tissue paper. This is filled with natural violets and over its sides hang a number of violet-colored ribbons. At the conclusion of the supper each man or woman pulls the ribbon nearest to his or her cover and receives a boutonnière or a bouquet, as the case may be.

AN HISTORICAL ART PARTY.

To GIVE "an historical art party," as originated by a bright Vassar girl one evening not long ago, it is not at all necessary to be an artist or to be erudite in matters of history.

Quick wits and a knowledge of familiar historical anecdotes are the only requirements for carrying off a first prize.

This new entertainment has the advantage over most others in being very easy to prepare for. All the arrangements could be completed in half an hour's time.

A blackboard and a box of colored chalk are the first things to be secured. The blackboard is hung upon the wall of the drawing-room; if possible, in such a position that it can be seen from all points of the apartment.

A number of cards with pencils attached by loops of ribbon—one card for each guest—are next in order. These cards have written upon them, one below the other, as many numbers as there are guests.

In this way, if the players number twelve, the numerals from one to twelve inclusive should be written upon the cards.

Twelve numbered slips of paper, each one of which

gives the name of some scene in history, complete the preparations.

The following list of scenes, which has been tried and found excellent, will illustrate the kind of historic event to be chosen. It should be of that class which have become household words to English-speaking people:

- 1—The landing of the Pilgrims.
- 2—King Alfred scolded by the peasant woman for burning her cakes.
- 3—Shakespeare reading before Queen Elizabeth.
- 4—Walter Raleigh spreading his cloak before Queen Elizabeth.
- 5—Isabella pawning her jewels to get money for Columbus.
- 6—Paul Revere's ride.
- 7—Washington crossing the Delaware.
- 8—Princes in the Tower.
- 9—Death of Sir Philip Sidney.
- 10—Braddock's defeat by the Indians.
- 11—The great fire of London.
- 12—Fair Rosamund receiving the fatal cup from Eleanor.

Each guest, on arriving, receives one of the numbered cards and selects at random a slip of paper. The subject written upon the slip one receives must not be divulged to the other players.

When all guests have arrived and all slips have been distributed the fun begins.

The player holding slip number one is asked to walk to the blackboard and draw there, using the colored chalk, the scene named upon his slip.

Ten minutes only are allowed for completing the masterpiece. Lack of any great artistic skill so far from spoiling the game only serves to render it more amusing.

While the drawing is in progress the other players watch the board from a respectful distance. At the end of the allotted time all gather around the picture and guess what scene in history is there intended. This over, the holder of slip number one is sent to the board, number three follows, and so the game continues until the last number is exhausted.

The guesses are, of course, registered upon the cards opposite the appropriate numbers and kept strictly secret.

After the twelfth picture has been executed and puzzled over the cards are collected and corrected by the hostess according to the original list preserved for the purpose—the player who comes nearest to twelve perfect answers winning first prize.

Photographs of famous pictures representing scenes from history make delightful awards. So do well written and well illustrated books upon historical subjects.

A “Life of George Washington” or “Story of Napoleon Bonaparte” in words of one syllable and printed on linen is sure to provoke fun as a booby.

This new and bright scheme for a party can be adapted to many varieties of entertainment. It is just as successful in a large “church social” as in the little home affair among a dozen friends. By reducing the scenes to spirited stories of American history it can also be made the nucleus of an ideal amusement for little people.

PROGRESSIVE PAPER TEARING.

For the neighborhood club meeting some time try the Progressive Paper Tear.

The hostess who wants to give her friends a merry evening at slight cost could not find a better idea. Best of all, the progressive tear does not require a moment's preparation. While preparation is often interesting and delightful, it occasionally happens that there is no time for it, as, for example, when guests come in unexpectedly and an impromptu contest is required.

Before beginning the game the hostess should announce the different classes of objects to be torn. The first round could be animals, the second flowers, the third kitchen utensils, the fourth any objects in the room where the party is being held, the fifth profiles of famous personages. There may be from five to ten classifications, according to the time allotted.

Each player is given a sheet of white paper of similar size and texture. Half sheets of white note paper are best. The player, having received his sheet, draws his chair to the table, which must be large enough to seat the entire company. All players hold their paper under the table so that they cannot watch their handiwork, and tear out any object of the class given. Thus, under "animals" anything from a hedgehog to a giraffe may be designed; under "furniture" anything from a footstool to a sideboard; under "flowers" such antipodes as the violet and the magnolia.

Trickery of the right sort is entirely permissible. At the original paper tear one "artist" tore an animal which all persons in the party failed to guess. He announced it a whale, which he insisted was not a fish, but a warm-blooded marine animal.

When every one has torn his or her object he writes a number given by the hostess upon one side of the art product. Pencils and penny note books are then distributed, and the torn-out objects are passed from hand to hand. Each player examines the representation as it passes and writes down the nature of it as nearly as he can discover. The papers are then collected by the hostess and each player is called upon to declare the subject of his work of art.

The tearer having the greatest number of correct guesses as to other players' productions gains one point. The artist whose tearing out is pronounced cleverest is also given a point.

The respective merits of the various pieces of work are passed upon by the hostess, and each round is carried out in the same way; that is, by tearing, guessing and awarding points.

The profile feature is productive of so much fun that it should never be omitted. At the original party a hearty laugh resulted when the players discovered three General Grants, two Sitting Bulls, three Abraham Lincolns and six Napoleons figured among the portraits, no two of which bore any discernible resemblance to each other.

When all classifications have been torn and guessed, at least two good hours will have taken unto themselves wings. The hostess now counts up the points and awards

the prize. If desired, the points won by tearing and guessing can be kept separately and two prizes awarded.

A pretty paper knife might be presented with the explanation that, although the prize-winner has been remarkably successful in tearing paper, he or she may some time in the future prefer to cut it. A smart leather portfolio for holding note paper is another appropriate prize.

To carry out the paper motif still further, the supper table may be daintily tricked out in tissue paper. The centerpiece could be flowering pink primrose, the pot covered in pink tissue. Bonbon dishes, of crinkled paper in the same pretty tint and filled with pink bonbons, stand at the four corners. Japanese paper napkins are folded daintily at each cover. Ice cream is served in tissue paper boxes, and the charming scheme carried out in a variety of little ways.

A PEANUT FROLIC.

DEAR MISS JONES: Accept a hearty
Welcome to our peanut party,
Next Thursday night at half past eight;
We trust you're free that hour and date.
'Twill be informal, like this rhyme—
Just peanuts and a jolly time.

The foregoing rhyme makes an amusing form of invitation for one of the peanut parties now so popular. It should be written in pencil on squares of tissue paper to be enclosed in peanut shells.

The fun of the evening usually begins with a peanut search, the plan of which is generally familiar. Wrap a few of the nuts in squares of red, white or blue tissue paper and let each of those when found count two of the ordinary kind. Give a box of peanut brittle as a prize.

Then a lively race, in which each man or girl receives a nut, which must be rolled over a certain course with a lead pencil. Give a pretty desk or bureau box, filled with peanuts for the time being, to the most successful racer.

Again, arrange peanut stab, in which a number of nuts are set afloat on a washtub filled with water, and players endeavor to spear them with hat pins. Prize for the greatest number speared.

Have one contest in which each player tries to "grab" as many peanuts as possible at one time in the right hand. Prize for the biggest grab, and forfeit for the smallest. Or a lady and gentleman can play as partners and their grabs count together.

Now, try this: Each guest thrusts the right-hand palm down in a bowl of peanuts, scooping up as many as possible on the back of his hand. He is then supposed to walk rapidly around the room, carrying on his hand all the nuts scooped up. The person who brings most nuts to the goal wins the prize.

Or have a big basket of peanuts and let the players guess how many it contains, awarding a prize for the best guess.

Too much peanut flavor in the supper menu would prove cloying, but a few dainties made from the nut

would be appropriate and agreeable. Peanut butter sandwiches make a dainty relish. The nuts themselves, salted, could appear as hors d'œuvres and peanut taffy might accompany the coffee.

A NOVEL CAKEWALK.

Cut from sheets of cardboard as many rectangular cards as you expect players. Cut two little holes at the top of each square and draw ribbon through these, tying in a bow. In each ribbon insert a small safety pin.

Now, from advertisements, fashion plates, and from the newspapers clip the following pictures, each of which represents a different kind of cake. Thus:

A bride or an orange blossom design. Bride cake.

A mountain covered with snow. White mountain cake.

A figure of a woman. Lady cake.

Small rubber sponge. Sponge cake.

A hen. Lay-er cake.

View of the Capitol at Washington. Washington cake.

Pugilists boxing. Pound cake.

Any picture or object gilded over. Gold cake.

Picture of any marble statue. Marble cake.

Coffee pot. Coffee cake.

A tin cup. Cup cake.

Picture of the rising sun. Sunshine cake.

Picture of woman's hand. Lady fingers.

Picture of a corn field. Corn cake.

Picture of lovers embracing. Kisses.

As the friends arrive pin on each a puzzle card. Pen-

cils and paper are distributed at the same time. When all have appeared on the scene the game begins.

Allow half an hour for working out the pictured riddles, and give a chocolate-coated cake (with appropriate inscription, as "You Take the Cake," in white icing) for the best set of answers.

AN ALPINE ENTERTAINMENT.

WHEN other ideas for simple afternoon entertainments fail, invite your girl friends to accompany you in a mountain-climbing expedition.

The entertainer should wear a long linen duster and traveling cap, but no special setting is necessary for the fun.

For the contest get as many little blank books as you expect players, and cover with turkey red to imitate the guide books. On each one paint in gold ink the title:

MOUNTAIN CLIMBING.

By an Expert.

In the books are written the following puzzles, which guests must work out for a prize.

A nice set of photographic views of Switzerland, the land of mountains, might reward the cleverest riddler. Refreshments are served in small wicker baskets, packed as for a picnic.

MOUNTAINS TO CLIMB.

The two ranges in which newspapers are printed?
Black and White.

The mountains furthest away from us? Mountains of
the Moon.

The most verdant mountains? Green.

The mountains most dangerous to navigation? Rocky.

The hills which make good cloth suits? Cheviot.

Mountains depressed in spirits? Blue.

The Texas mountains which could take a scalp?
Apache.

The mountains which are also a fabulous giant? Atlas.

The American mountain which makes bread and rolls?
Mount Baker.

The mountains which should be able to blow a blast?
Big Horn.

Spanish mountains which make a good soap? Castile.

An American range which is a waterfall? Cascade.

Mountains which are fatal to felines? Catskill.

A mountain in New Zealand which can prepare a dinner?
Cook.

The mountain in Tasmania which belongs exclusively
to babies? Cradle.

The Irish mountains which are ever sad? Mourne.

A mountain in Cape Colony seen in every dining-room?
Table.

Turkish mountains which are a sign of the Zodiac?
Taurus.

An American mountain which is also one of America's
greatest sons? Washington.

This list can be greatly augmented when desired by consulting any school atlas and working up further puzzles from the maps.

A NOVEL TEA PARTY.

A TEA PARTY makes a quiet and pleasant entertainment for women or girls entertaining friends of their own sex during the afternoon.

Invitations are written on cards decorated with water-color sketches of the "cup that cheers," and the fragrant brew itself, either hot or iced, according to season, forms part of the refreshment.

Serve dainty sandwiches or fancy cakes with the beverage.

To amuse your friends pass around cards having written on them the following riddles and ask the company to guess and write down the various

BLEND OF TEA.

The tea with most ice in it? Frigidity.

The tea of the brave? Intrepidity.

The tea of the slow of wit? Stupidity.

The tea of the ridiculous? Absurdity.

The most genuine tea? Authenticity.

The tea of the untruthful? Mendacity.

The tea of the savage? Ferocity.

The tea of the modern wizard? Electricity.

The tea of rubber? Elasticity.

The tea of those who are worried? Anxiety.

The tea of the powerful? Mighty.

The tea of the town? City.

The tea of the good housewife? Thrifty.

The tea of the proud? Haughty.

The tea of more than one? Plurality.

The tea of the generous? Liberality.

The tea of the prompt? Punctuality.

The tea that lasts longest? Durability.

The tea that cannot be seen? Invisibility.

The tea of the generally talented? Versatility.

A WHITE ELEPHANT PARTY.

UNFORTUNATELY to most people the term "white elephant" requires no elucidation. Each of us has tucked away in some corner an article he or she would gladly throw away were it not for the feeling of wastefulness involved.

The lamp, in the form of a death's-head, won in the church raffle; the huge book of views brought back by Aunt Jane, when as a member of the local Chautauqua Club she visited Niagara Falls; the picture of a bulldog presented by a former neighbor in moving out of the neighborhood; the statuette of Mazeppa's ride; the bell of wax flowers worked by Cousin Sue, which bobs up whenever you tidy your cupboards—all such monstrosities are available for the frolic, and a lively evening they afford among people who know each other well.

The invitations are decorated with sketches of ele-

phants. You can, if you like, precede the formal wording by a jingle on the following plan:

Twenty white elephants, going for a song;
Have you an elephant? Pass it along.
Wrap it and mark it—no name, if you please;
You'll get rid of your burden with laughter and ease.

The object of the fun is to pass off your objectionable possession upon some other member of the party, who in turn tries to victimize a third person, and so on.

Each article should be daintily wrapped up. The player effects the exchange first and examines his treasure (?) afterward, for, perchance, were its contents known it would not be accepted at all.

Ribbons or cards must be loosely tied in order that each article can be readily examined.

Don't have the passing begin until all expected guests are on the scene. After which a bell is rung as a signal.

An hour and a half should be allowed. Until this time has elapsed no white elephant is final property, if the player wishes to go on exchanging and can find some one to exchange with. Whatever object is in the player's hands when the final bell sounds he must keep and take at least from the house with him.

However, if any player is so well pleased with a white elephant which comes into his possession before the final bell that he thinks it would not be improved upon, he may withdraw from the scramble.

No prizes are necessary, although if the entertainer desires to present inexpensive souvenirs she may do so.

A NOVELTY PARTY.

NOVELTY PARTIES are an innovation and a very pleasant one. Nothing could be simpler to get up. The idea is to ask each guest to come, bringing with him or her a novelty of some sort to contribute to the evening's amusement.

Given from ten to twenty-five people, each with something new to exhibit and to talk over, an evening that does not "drag" is practically assured.

The novelty exhibited may be any little device picked up in the shops. Or some one may elect to bring the plan or outfit for a new game which all can play. A new book from which selections can be read is worth thinking about. The chafing-dish expert may concoct his or her latest dainty, and the recitationist will make the room ring with laughter induced by a recent monologue. A new card trick, puzzle or mystification scheme will prove a passport to the fun, as will also a new song to be tried on the piano. Those who passed pleasant vacations traveling will have gathered up some souvenir of the trip to help along the programme.

No prizes are necessary in this entertainment, but the entertainer should endeavor to have a few novelties, edible or decorative, to set off the refreshment table.

A LIMERICK PARTY.

NOWADAYS, when everybody is collecting limericks and memorizing them for their own amusement and that of

friends, and when the man or girl with a new set of limericks is the lion of the group, an entire afternoon or evening when guests are expected could be devoted to frolics in which nonsense rhymes play first fiddle.

Ask your guests to come prepared to recite a limerick apiece, having this effort the best that can be gathered in for the party.

Write the notes in limerick form. This will add immensely to the fun. The following is just an example of how such a rhyme might go:

'A lady in Avenue A
Invited some friends in one day;
'Twas all foolish rhyme,
But they had a nice time,
And some said 'twas good as a play.

When all have arrived the hostess calls a roll of her guests, and each man or girl, as his or her name is called, must rise and recite the limerick brought along for the purpose. One or more prizes is awarded here.

Animals in pink and white candy make laughable boobies.

Another lively game is arranged as follows:

The hostess cuts from cardboard or sheets of note paper a number of small slips. On each of these a line from some well-known limerick is written, the remainder of the list being, of course, completed on other slips.

Heap the slips in a pile in the center of the table and let all endeavor during the next twenty minutes to complete as many limericks as possible. This is done by

matching them after the manner of the children's game of Sliced Animals.

The prize is awarded for the greatest number of nonsense rhymes completed in this time.

Now pass around penny tablets and pencils for a contest in forming original limericks, which, as the players cannot have prepared for it, will be great fun.

Have each one write on his tablet five words you have previously selected, which should be as antipodal as possible in meaning. Three of them rhyme together, the remaining two being rhymes also, but not rhyming with the first three. Example:—

Foochow, White Cow ; Madame, Salaam ; Bow-wow.

The player who constructs the cleverest limerick in ten minutes, using these words to terminate his lines, receives a prize.

Less exacting, but on the same order, is the game for which the subject only is furnished, not the rhymes. Thus, players may be asked to write a limerick on Robinson Crusoe, or "A girl from Bologna," or "A man who wrote verse." The boobies could be penny whistles.

An amusing feature of the supper to follow the games could be original limericks to be composed on the different guests (without names) and attached to the backs of chairs. The guests try to discover by the rhymes which chairs they are intended to occupy.

Nothing unpleasantly personal must be attempted, of course, but the harmless fads and pleasant characteristics of each convive should be merrily hinted at.

TO MEET MY AUNTS.

THE title of this new and inexpensive merrymaking involves a pun.

The hostess inserts a clause in her notes of invitation inviting friends "to meet my aunts." If she is not known to be the possessor of any such female relations in the flesh, connections from a distant city are to be entertained. At least that is the conclusion to which the future guests will jump.

Any questions as to these unknown relatives which friends may ask between the issuing of the invitations and the date of the party are given an evasive answer.

The fun of the evening consists in a lively puzzle game founded on words terminating with the sound of "ant"—as restaurant. Some of the many aunts which can figure appear in the following list:

MY AUNTS.

My aunts where I dine. Restaurant.

My aunt of letters. Consonant.

My vivacious aunt. Piquant.

My aunt who is agreeable. Pleasant.

My aunt when asleep. Dormant.

My aunt who lacks education. Ignorant.

My giddy aunt. Flippant.

My aunt who makes good jelly. Currant.

My waiting aunt. Attendant.

My unmusical aunt. Discordant.

My army aunt. Lieutenant.

My aunt at a standstill. Stagnant.

My royal aunt. Regnant.

My aunt when angry. Indignant.

My dangerous aunt. Malignant.

My aunt who rules. Dominant.

My aunt who shares. Participant.

My traveling aunt. Itinerant.

My sweetest aunt. Fragrant.

My notorious aunt. Flagrant.

My aunt who is a tramp. Vagrant.

My despotic aunt. Tyrant.

A long list including almost any number of aunts desired can be worked up from a rhyming dictionary. This short list will give the idea.

The two players who at the end of about three quarters of an hour have guessed most aunts are prize-winners.

The gentleman coming out ahead can receive a well-bound handy dictionary "which contains all the aunts." The lucky girl could receive one of the popular Aunt Dinah sewing cases, that is a black doll whose voluminous skirts contain various sewing necessities in handy form.

A LETTER SOCIABLE.

A PARTICULARLY jolly entertainment I once attended was called A Letter Sociable, where the fun consisted in writing letters on subjects proposed by the entertainer, with a prize for the cleverest.

There were twelve guests, and consequently a dozen

subjects. These were written on separate sheets of paper, just across the top of the sheet. Among them were such amusing absurdities as:

Letter of congratulation to a country cousin who has just been elected President of the United States.

Letter of congratulation—or condolence—to an American mother whose daughter has just married a European title.

Letter describing a trip in a flying machine.

Letter to a person you don't like who has just inherited a million dollars from an unforeseen source.

The papers with subjects written on them were passed around among the company. When the bell rang all began to write letters on the subjects allotted to them.

Signal was given by bell at the end of twenty minutes to announce the end of the competition. Of course, the letters were read aloud. A book of published letters of Mrs. Browning or other celebrity was awarded as a prize.

TO MEET OUR PRESIDENTS.

So RICH in interest and so varied is the history of our country's Presidents that an evening both interesting and worth while can be spent with them. A patriotic holiday is appropriate time for this celebration, but it can be successfully given on any other day of the year as well.

Festoon the parlor with red, white and blue bunting or tissue paper caught up with cartwheels or rosettes of the same. Red, white and purple asters or other flowers in season, arranged in bowls or vases, help out the color

scheme. Tie back the window curtain with tricolor and hang up a picture of Washington and those of as many of his successors in the Presidential chair as you can collect.

Write the invitations on the picture postals, where tiny portraits of all the Chief Executives occur as in a group.

Begin the entertainment with an ingenious question game, of which the following is an illustration:

QUESTIONS.

X What President had a son who became President?
John Adams.

Who was this son? John Quincy Adams.

Who was the fifteenth President? James Buchanan.

What Vice-President became President when Taylor died? Fillmore.

Who followed Garfield? Arthur.

What President fought the last battle of the War of 1812? Jackson.

During what administration did the Louisiana Purchase occur? Jefferson's.

Under what President was the War of 1812 begun? Madison.

What President outlined a famous foreign policy? Monroe.

What two Presidents died on the same day? John Adams and Thomas Jefferson.

Who said in dying: "This is the last of earth; I am content"? John Quincy Adams.

What three Chief Executives were assassinated? Lincoln, Garfield, McKinley.

What Presidents were generals in the Mexican War? Taylor and Pierce.

During what administration did the annexation of Texas and the Mexican War take place? James K. Polk's.

Give a pink ticket representing one point towards the general prize to the player answering most of these correctly.

For the second contest arrange on a circular table small objects which represent the campaign emblems of the past Presidential struggles, for the players to identify. To each emblem tie a tag with a number or letter on it. Examples of the emblems follow:

Toy bank in log cabin form. Wm. Henry Harrison.

Small toy rooster. "Cock that hasn't crowed in thirty years." Cleveland's struggle.

Wood cut to represent rails. Lincoln, the "Rail Splitter."

Keg labeled "Hard Cider." W. H. Harrison.

Large beaver hat. "Grandfather's hat." Benjamin Harrison.

Bows of silver and gold ribbon. The coinage struggle—gold versus silver.

Dinner pail well filled. McKinley-Bryan campaign.

Carnation pink. McKinley's last term.

Give a second ticket to the man or girl most successful in naming these emblems.

Another entertaining round is Presidential nicknames. The questions are written on cards with blanks opposite

for the answers. The following queries will show the possibilities of this contest, though they are far from exhausting the list.

Who was called—

Rough and Ready? Zachary Taylor.

Rail Splitter of the West? Abe Lincoln.

Hero of New Orleans? Andrew Jackson.

Old Man Eloquent? John Q. Adams.

Canal Boy? Garfield.

Northern Man with Southern Principles? Buchanan.

Tippecanoe? W. H. Harrison.

Honest Abe? Lincoln.

The best list is rewarded here as in the foregoing contests.

For the last competition provide pencils and paper and see who can in ten minutes write the names of all our Presidents in the order of their succession. Ticket as before.

Give a bronze desk ornament representing the head of some President as a first prize, and a book of Lincoln's sayings for the second best. If all players winning cards win the same number, all such are entitled to draw for the prize.

TO MEET ANN.

FOR an elderly or middle-aged assembly, or for a club of young people who are actively engaged during the day, a question game makes a pleasant evening pastime.

A simple social of this kind is arranged by sending out invitations "to meet Ann" on such and such a date. Some of the Anns introduced to the guests are:

Ann snaky and dangerous? Anaconda. . . .
Ann now active in Russia? Anarchy.
Ann with poetic feet? Anapest.
Ann living as a hermit? Anchorite.
Ann with an unattractive figure? Angular.
Ann among the spring wild flowers? Anemone.
Ann telling a short story? Anecdote.
Ann on her birthday? Anniversary.
Ann full of life and spirits? Animated.
Ann coming every year? Annual.
Ann of English birth? Anglican.
Ann holding a ship? Anchor.
Ann and her forefathers? Ancestors.
Ann with some one else? Another.
Ann with an opponent? Antagonist.
Ann making reply? Answer.
Ann at the South Pole? Antarctic.
Ann who lived before the Flood? Antediluvian.
Ann old and out of style? Antiquated.
Ann singing church music. Anthem.
Ann jumping to a conclusion? Anticipate.
Ann with strong natural aversion? Antipathy.
Ann in a teasing mood? Annoy.

AN ALICE-IN-WONDERLAND PARTY.

SOME bright person has found a new idea in nonsense parties for adult assemblies. It is an Evening with Alice in Wonderland, the hostess impersonating the heroine of

the immortal book and all the amusements of the programme bearing in some way upon the story.

Invitations are in the following mysterious form:

"Alice presents her compliments and begs to announce that she will take another trip through the looking-glass into Wonderland on Monday, January —. The pleasure of Miss Jane Fleming's company on this journey is cordially requested. The party will enter Wonderland from 226 West Allington Avenue at 9. p. m."

The guests as they arrive are welcomed by Alice, attired to represent the child pictured in the earlier editions of the famous books. The company is greeted in the hall or in some outside room, the living-room being reserved for Wonderland.

The doorway between these two apartments is filled with transparent tissue paper smoothly drawn and pasted over the entire open space. This represents the famous looking-glass.

When everybody has arrived a clock should chime midnight or some other unexpected hour. Lights are turned low, and, preceded by Alice, the company passes through the tissue paper into the Land of Dreams.

On a table near the door as they pass through is a huge dish of cake marked "Eat Me." Each guest takes a piece and obeys the injunction. Though the marvellous effects of the edibles found by Alice in her journey are not guaranteed, it will create fun. A little later on, a table with a large medicine bottle is encountered. This bottle

is labeled "Drink Me" and grouped around it are tiny glass cups. The magic draught, which every convive may taste if he likes, strangely resembles cold lemonade.

When the mysteries of Wonderland have been thoroughly explored the guests will enjoy a question game of Alice quotations, which consists in identifying familiar sayings from the two Alice books. Examples of such quotations are:

Who said "The time has come to think of many things"?

Who said "There's nothing like hay when you feel faint"?

Who said "Jam yesterday and jam to-morrow, but never jam to-day"?

A copy of "Alice in Wonderland" would make a nice prize.

Another entertaining contest might be arranged by seeing who can in fifteen minutes write down the longest list of characters from the books.

When refreshment time arrives, Alice, of course, invites her friends to a "Mad Tea Party."

The table "cloth" is fashioned of newspapers with deeply fringed border. Each viand is absurdly named on a card which is stuck upright in the dish itself. Thus sandwiches are placarded "Lobster Croquettes," and in passing ice cream the guest is asked if he or she will partake of the "rice pudding."

For a centerpiece get three or four of the tiny feather dusters which sell for a nickel apiece, plant in a flower pot, furnish with tissue paper leaves, surround the pot

with crinkled tissue paper and tie with ribbon. It will make a very funny decoration.

A POSTCARD PARTY.

THE idea of the postal, either pictured or otherwise, is used as the keystone of a new frolic and all the games hinge upon the same popular means of communication.

Invitations for once are written on postals.

Some time in advance of the arrival of her guests the party-giver secures a dozen or so of picture postals representing different buildings, places of interest and celebrated natural wonders in different parts of the globe, the names are erased from these, and they are tacked up on the wall, numbers in rotation being added for identification purposes. When the contest is in order pencils and papers are distributed and the players are invited to guess the names of the places and things represented. A postcard album would make a good prize.

Literary or art celebrities could be secured and hung up for guessing in the same way.

Or secure as many postcards as you expect guests. Clip each card into six or eight pieces and place the pieces in an envelope which is afterwards sealed. At a given signal each player opens the envelope he has received and endeavors to form a picture by readjusting the pieces. The man or girl first to accomplish this feat wins a prize. A rare postal would make a catchy selection in the way of rewards.

Then pass penny postals without pictures and call on all

present to compose imaginary messages to some friend. The writer of the most amusing composition should receive a prize.

Another idea is to distribute picture postals and have each player write a four-line couplet on the subject drawn. The blank space on the card is to be used for the composition. Bestow a prize for the cleverest or most amusing verses.

Then, too, an exciting scramble results when arranged for in this way: One-fourth as many postals are needed as you have players. Cut each card into four pieces and jumble together in a basket. Each person receives one piece, and when the signal is given he or she begins a search among the pieces held by other players for the fragments which will complete that in hand. The four persons who first meet and match pieces correctly draw for a prize. This is delightfully exciting.

If a supper follows, postals can be employed as place cards indicating the seats of the different guests. Souvenirs could be little sachets of white or cream-colored satin decorated to represent postals.

A PROGRESSIVE MUSICAL.

WHEN entertaining musicians or music lovers it is a good plan to devote but one part of the programme to vocal or instrumental selections, varying the end of the evening with jolly games. These games can have a musical flavor, and when carefully planned are excellent fun.

To lead off the programme, roll in upon the scene a circular table on which are articles each of which when guessed will give some term in music. A good selection would be:

Small-sized envelope, sealed, addressed and stamped?
Note.

Yardstick or tape measure? Measure.

Some pitch in a saucer? Pitch.

Picture of a water front? Quay (key).

Some fish scales? Scales.

Balls of different-colored twine? Chords (cords).

A heavy walking-stick? Staff.

Knife with exposed blade? Sharp.

Base of a pedestal or column cut from picture? Bass.

Hunting picture with barred gate? Bars.

Head-rest or footstool? Rest.

Each object has a card with a number attached to it for purposes of identification, and fifteen minutes is allowed in which players may walk around the table and write down the answers. Sheet music would make a nice choice for the prize.

Then suggest to your guests the game of Symphony. Here paper and pencils are passed and each endeavors to see how many other words he can form by twisting the letters of the word Symphony. A framed likeness of some great master of symphonies makes an appropriate prize gift.

Again, pass around from ten to twenty of the penny prints representing the masters of the world of melody and see who can name most of them correctly. Give a plaster cast of Wagner as prize.

If there is time for a little advance preparation the entertainer should write eight or ten very brief outlines of the plots of as many famous operas, omitting all names. These are read aloud and guests endeavor to say what musical dramas are represented.

A BOSTON BEAN PARTY.

DRIED beans aplenty and in all colors—red, white, black—are the foundation of this truly delectable entertainment. The amusement consists of a series of six tables at each of which is arranged a new game played with the beans. Tally cards of the conventional sort are distributed for keeping score.

At the first table each player receives a glass filled with beans of all colors. Beside the glass lie two steel knitting needles with which it is required to take the beans from the glass and divide them into heaps as to color. The two players first to empty their glasses in this way progress. Beans are mixed again and glasses refilled before players leave the table.

At the second table the players receive empty tumblers, and, as before, knitting needles. In the center of the table is a large bowl of mixed beans. A player must have only beans of one color in his tumbler. The two persons first to fill their tumblers in this way progress.

At the third stage players find a huge pile of beans in the center of the table, surmounted by a penny flag. Each player receives a pair of confectioner's sugar tongs (tin). Each player must remove a bean from the pile in turn,

using the tongs. This goes on in rapid succession until some one, by extracting a bean, overthrows the flag. This person is then "out" and ceases to play. The pile is readjusted and the game continues as before until another player overthrows this flag. When two players are "out" the remaining two receive stars and progress.

The fourth table requires a bowl of beans of any color, a tablet and pencil. When the signal sounds, each player in turn thrusts his hand into the bowl, "grabbing" as many beans as possible. The beans secured in each grab are counted and the number written down opposite the player's name on the tablet. Each man or girl grabs three times. The number of beans in both these grabs represents a player's score. The two players having best scores win a prize.

At the fifth table have an empty basket and twenty-five beans for each player. The basket is placed in the center of the table, and each person, ranging his beans in front of him in a row, tries to flip them one at a time into the basket. The thumb and forefinger are used for flipping. The two persons who prove to be most successful as flippers progress.

At the sixth table have the jolly game of matching. For it each player receives a little calico bag filled with beans of different colors in irregular quantities. Each player holds the bag on his lap and shakes out the beans one at a time without seeing them. The bean shaken out in each case is placed on the table. The second player follows with a bean which he also did not see. If this bean matches the preceding one, he receives both. If not, the third player deposits a bean. This continues until

some one throws a matching bean, when all on the table belong to him. In fact the game is practically Slap Jack played with beans, and without the noisy slapping feature. The number of beans should be the same in all bags. The irregularity spoken of relates to color only.

Books on Boston and Boston views, or bonbonnières filled with bean-shaped candies, make good prizes. The supper menu should include baked beans. Have a cake, too, in which half a dozen beans are baked and let those who discover them in their slices of the cake receive souvenirs.

A rousing game of Bean Bag played doubles would bring the evening to a fitting close.

A CINDERELLA EVENING.

A DELECTABLE little party that has recently come out for the younger contingent is known as a Cinderella function.

Bearing in mind the moral concealed in the celebrated tale of the same name early hours are in order, and no matter when the fun begins it must observe the command of the fairy by being at an end before midnight at latest.

The hostess should so arrange her programme that supper or refreshments come not later than 11 o'clock.

If novel invitations are desired the note sheets can be decorated with sketches of pumpkin chariots drawn by scampering mice, or by clocks with hands pointing to the fateful hour of midnight. Again, slippers can be cut from white cardboard and the invitations written on these, or the cards may be shaped like clocks with the necessary wording.

Contests, all of them founded in some way upon the story of Cinderella and her cruel stepsisters, make up the evening's frolics.

For one of these the girls stand behind a sheet which is hung to just escape the ground by a few inches all along, and lifting their skirts to their ankles display their feet. Paper and pencils are distributed among the men of the party and each man must guess to whom each pair of slippers belongs. It will facilitate matters if large numbers are written with charcoal on the sheet and if the girls range themselves back of these, in order that the guessers may identify their names by numbers.

The young man guessing most names correctly wins a prize, which he will present to some lady of his choice among the company. This could be a dainty slipper bonbonnière in white or pink satin filled with candy. Such candy boxes are obtainable at most stores dealing in these goods.

For another merry game pass squares of cardboard with tiny pencils and ask each member of the company to draw the clock face which meant so much in the fate of poor Cinderella, placing the figures in their proper places and using the correct numerals, et cetera. This is much more difficult than it sounds, as anyone who has tried to draw a clock face without the aid of a dial to copy well knows. Give the story of Cinderella in rhyme with colored pictures as a prize.

Another version of the drawing game is to send each player to the blackboard in turn and have him or her draw with colored chalks a portrait of Cinderella, awarding a prize for the most winning likeness.

A novel Hunt-the-Slipper game, too, would help along the fun. For this, one of the little slipper candy boxes, or better still for variety's sake, a slipper-shaped pin-cushion, is hidden somewhere around the room, the company being sent temporarily into the hall. The person finding the slipper when the doors are reopened retains it as a prize. If it is discovered by one of the men he will probably wish to bestow it upon some girl among those present.

The Cinderella supper table can be made very pretty and effective. The centerpiece represents the pumpkin coach from which the heroine's finery was evolved by the fairy's wand. For the body of the coach use a large pumpkin, real or one of the artificial ones sold in Hallowe'en season. Add wheels of cardboard which need not support the body of the coach, however, and attach it to four little mechanical mice.

Serve the ices in slippers cut from paper or cardboard and lined with paraffine paper. For favors give the girls little long-handled *matinée* mirrors. The men's souvenirs can be fairy wands made by rolling silver penholders or pencils in gold paper and surmounting each with a gold paper star. If these gifts are too expensive roll the gold paper around long candy sticks or chocolate cigarettes, using the stars in the same way.

A POPCORN PARTY.

THE girl in search of a bright idea for her party might like to hear about and to copy a charming little affair given by two sisters.

The function in question was a popcorn frolic with decorations in pink and white, the fun consisting in a series of games, contests and love divinations played or carried on with grains of corn.

The decorations of the room were specially pretty. Long ropes of pink and white popcorn strung on coarse thread were swung from corner to corner across the room, being looped up here and there into graceful festoons tied with bows of pink and white tissue paper ribbon. Ears of corn wired together alternated with the lighter festoons.

Close by the door through which the company entered the parlor stood a table holding an immense punchbowl filled with pink and white popcorn. This bowl was surmounted by a placard having the laconic inscription, "Help Yourself," while wee bags of striped paper strongly reminiscent of the circus, and a silver ladle, enabled each person to avail himself of the permission.

First on the programme came an animated little feature called by the young hostesses Popcorn Jewelry. Each member of the party received a needle threaded with a yard or so of heavy sewing cotton. The bowl of popcorn, still far from exhausted, was placed on the table within handy reach, and each gentleman was invited to make for some lady a necklace by stringing the corn, each lady being called on to fashion a gentleman's watchfob at the same time, on the same plan. Each jeweler carried his or her own ideas with regard to the grouping of colors and general design.

The hostesses acted as judges, awarding a real watchfob to the winning gentleman, while the lady whose

watchfob was pronounced most successful won a bead necklace. After the award of the prizes each gentleman bestowed the necklace of his making on any lady he desired to honor, receiving her jewelry in return. These ornaments were, of course, worn prominently displayed during the evening.

For another lively round a basket filled with ears of popcorn was passed, each member of the party being invited to take one. Those intended for the gentlemen were tied with white ribbon, those for the girls with pink; pink and white being the colors of the evening. The hostess at the same time distributed wee finger bowls. At a given signal, the ringing of a little handbell, everybody began to shell the popcorn into the bowls. The gentleman and lady first of their respective sexes to finish shelling their ears received prizes.

When the excitement and fun of this feature had subsided six corn-poppers were brought upon the scene and the company, numbering twelve, were invited to camp on the carpet in the vicinity of the large, old-fashioned fireplace. In each popper were placed twenty-five grains of popcorn. Half of those present—three girls and three men—were given the poppers with which to learn their individual fates. For a divination and not a prize was here intended. At the tinkling of the bell the poppers were thrust simultaneously into the heat of the fire.

The fate-seeker in whose popper the first grain burst would, it was interpreted, be first of the number to become engaged. Especial significance would attach if the first burstings should happen in the hands of a gentleman and a lady. The player whose popper showed most un-

popped grains at the end of the round would never marry or would do so late in life. It will usually be found necessary, unless an unlimited supply of poppers is at hand, to divide the company into relays for this frolic.

The foregoing could, by the way, be used equally well for a prize game if it is decided to have all the features contests. Thus a point is awarded to the competitor in whose popper the first grain bursts and another for the best showing of edible white pieces when the game is over.

The person having most unpopped pieces must expiate this by a forfeit. Those who have exchanged necklaces and watchfobs could be considered partners here, their respective points counting together and the prize going to the lady.

A jolly blindfold game was also much enjoyed. Here a cord was stretched across the room a little above the head of a guest of average height. To this were tied six or seven pretty pink and white popcorn balls, rendered festive with balls or ribbon. Every one, man or girl, was blindfolded in turn and sent to untie one of the popcorn balls. Three minutes were allowed in which to accomplish this feat, and any one successful in the attempt both retained his popcorn ball and had the privilege of drawing for the prize.

Corn-dropping, too, was found to be great fun and was new to most of the company. For it a vase having a rather small opening at the top was placed on the carpet. Each player then received three grains of corn. Holding these in his hand, he ran three times around the room,

timed by the hostess, trying each time he passed the vase to drop a grain of corn into it.

The most grains successfully landed by any person represented the victory.

Two or more people scoring evenly drew for the prize. A popular new novel was awarded as prize here.

The test of lifting grains of corn from the table to a bowl placed in front of each competitor was the cause of another animated scramble, for the reason that the lifting had to be done with matches held like chopsticks, in opposite hands.

Twenty grains were allotted, and at the ringing of the bell the process of steering the grains into the bowls began. The man or girl first landing the twenty grains was declared prize-winner and received a pretty flower vase in Bohemian glass.

A Popcorn Hunt could be substituted for this feature if preferred for any reason. In this case, quantities of unpopped grains are hidden here, there and everywhere around the room. The company is divided into pairs, and each pair receives between them a little basket, tied in pink and white ribbon. When the bell rings, the players begin searching for the concealed grains, each pair of partners, of course, working together to fill their co-partnership basket. The prize goes for the greatest number of grains.

A Popcorn Race was another trial of skill introduced at the original affair. For this the players are divided into two sides, each of them having a captain at its head. A large bowl, brimming with kernels, is set at one end

of the room, and two empty bowls, smaller in size, one apiece for each of the sides, at the other end of the line.

On a signal, previously agreed to, each leader, his right arm thrust behind him, thrusts his left into the corn, lifts as many pieces as possible on the back of it and runs the length of the room, depositing the grains (or trying to do so) in the bowl allotted to his team.

All the players follow suit in turn, the sides alternating, and the members of the side having most corn in their bowl at the conclusion of the game draw for a prize. A nice box of molasses popcorn candy is the reward in this instance.

The last feature of the fun required equal agility on the part of the players. Three ears of popcorn were arranged on the carpet at one end of the room. Each player in turn was armed with a wooden spoon and sent to collect these, one by one, using the spoon to dip them up. Any one accomplishing this feat within the given time was eligible to draw for the prize.

The little supper that followed had to be mainly prepared in advance and was therefore of a simple character, yet dainty and sufficiently substantial for a cold evening, such as the one on which it was given.

There was tomato bouillon, served in cups, with little toasted water crackers. Club sandwiches, surrounded on the plate with (home-made) potato chips. The sweets were pineapple water ice, with cake and winter pears, stewed in sweetened sherry and when cool sprinkled with chopped blanched almonds.

A DICTIONARY PARTY.

A BRIGHT woman devised a Dictionary Party, which is worth describing as something out of the usual run, and easily arranged.

On entering the drawing-room we all received little cloth-bound note books, with the words "Webster's Unabridged" emblazoned on the covers in gold paint.

All the contests were of a literary turn and adapted in some way from the dictionary. The first, I believe, concerned the derivation of words. We found written in the little books twelve common words, of which we were asked to explain the root. Such words as "trump" and "adventure" made up the list. The person giving most answers correctly won a little leather-bound dictionary as a prize. Of course, an unabridged dictionary was at hand for reference.

Words the exact meaning of which is not generally understood, might be substituted for required derivations. "Lurid," "livid," "allude," the verb "to muse" and the like, are good suggestions.

Then we had a spelling-bee on a new plan, for all the words had to be spelled backwards, players moving up and down as in a spelling match. As may be imagined, this game kept us all on the jump and provoked a deal of fun. A handy book, giving a list of words frequently misspelled, was the prize award here.

A novel sort of reading match was another feature. Here every one read aloud in turn, the turn lasting five minutes. Certain words were named which had to be

skipped in reading, and every player was supposed to read half a page in the appointed time. Common words, such as "and," "or," "the," "if," "in," are the proper ones to taboo. Silver lead pencils and penholders were presented to the makers of the most successful lists.

For the next round slips of paper having words written on them were passed in a basket. Everybody took one, the hostess requesting that the noun or verb or adjective drawn should not be divulged. Each man or girl then went in turn to a blackboard and made a picture with chalk of the word dipped up. The pictures were numbered according to a number found on the slip and we were called on to guess the word represented. Most of the guests had no knowledge whatever of drawing, which only added to the fun. The player first to call out any correct solution received a ticket, which counted one point toward the prize. The prize here was a word puzzle in a pretty box.

Another blackboard game was played by writing on the board the three middle letters of certain words, which were then to be built up from both ends. Thus the word "ogre" was built into "progress," the word "act" into "practice." The person building most correctly received a thesaurus of English words.

Another good idea was the interpretation of difficult sentences taken from Shakespeare, Milton and other classic English authors. Of course, the correct explanation had already been looked up by our entertainer. A volume containing the works of some one of the authors represented was awarded here.

EXPERIENCE MEETING.

FOR a group of people of forty years or over a reminiscence party is frequently made very enjoyable. To get the fun into swing it is only necessary to pass around the room a basket containing folded slips of paper, on which such questions as those given below are written:

What was the occasion of the jolliest time you ever had?

What was the most thrilling adventure you ever had?

Who is or was the most interesting person you ever met?

What is the best true story you ever heard?

What is the least explicable occurrence you ever heard of or experienced?

What was the happiest hour of your life?

What was the greatest pleasure of your childhood?

Each guest draws one of the folded slips. Ten minutes is allowed for reflection, during which all players think up the answer to their questions. The person drawing the slip marked 1 then gives his experience. When this has been laughed over or otherwise enjoyed, the person holding the slip marked 2 then relates, and so on. It makes a most enjoyable little pastime and will lead to many exchanges of pleasant reminiscences. The hostess will, of course, avoid any question which could evoke unpleasant or sorrowful memories.

A CELEBRITY PARTY

ANOTHER idea for a frolic, which has been made a great success of, is the Celebrity Party. This, too, is a merry-making attended by practically no expense.

To get it up, cut from newspapers or magazines twenty-five pictures of persons in the public eye, both male and female—scientists, statesmen, philanthropists, actresses. The gathering should be a very mixed one. Cut out each face and paste it on a piece of cardboard. Then add a body clipped from some other portrait, from an “ad” or a fashion cut. Hats and other belongings found elsewhere may be pasted on to complete the masquerade. Disguise each celebrity in this way and number each card with some number from 1 to 25. When the game is to begin distribute pencils and paper or penny booklets and pass the celebrities from hand to hand. Players guess what well-known folk are represented. The ludicrous aspect of the disguises will excite great amusement. Give a handy reference biography as a prize.

CONSTELLATION PARTY.

ASTRONOMERS uphold that the constellations, or star groups, contain varying numbers of stars and that these are not all, by any means, of the same magnitude or importance, but in a novel little star party which hostesses are now arranging to entertain their friends all constellations contain exactly the same number of astral bodies, namely, seven, and all stars are of the same size.

It is not necessary to be anything of an astronomer to give or participate in a constellation party, but a knowledge of proverbs or quotations containing just seven words is most helpful.

The invitations for the affair are written on cards cut from cardboard in the astral shape and covered on one side with gold paper. The other is reserved for the notes, which may be written in gold ink.

The hostess may elect a gown sprinkled with tiny gold paper stars, and each lady entering the room can receive a star-shaped ornament of glittering tinsel, which is mounted on a wire hairpin, to be worn in the coiffure. The men can receive little stars of gilt cardboard, with ribbon drawn through one point to be pinned to the coat lapel.

There are twelve star groups necessary for the game and each star is of a different color. If colored paper or cardboard cannot be had for cutting out these planetary features, they can be cut from white cardboard or water-color paper and tinted with color from a paint box.

One star in each group must be blue, one red, one yellow, one green, one brown, one white and one purple.

Each group gives complete one proverb or quotation, which should not be too abstruse or unfamiliar. The sentence must, of course, consist of just seven words, as each word is to be written on a different star of some one group. No capital letters are used in beginning the sentences.

Be sure to get a pretty five-pointed star pattern to serve as a model for the others. If no illustration which can be utilized for the purpose is at hand, practice cutting

one from paper until a satisfactory result is obtained, and then cut by this. When the entire eighty-four stars have been cut out and, if white paper is used, carefully tinted, they should be arranged in constellations of seven. The sentence must be written carefully, as one mistake will throw out the entire group.

Do not commence all sentences on stars of the same color, but let the first begin on a white star, the second on a blue, third on a yellow, or similar arrangement, choosing different ones to start in every case.

In plenty of time before the entertainment is to begin take as many envelopes as you expect guests and divide the stars evenly into them; jumble each group thoroughly, so that no envelope will contain many words from the same phrase. Seal each envelope daintily with colored wax or tie it with ribbon.

When the fun is about to begin, these envelopes are placed on a table and the nature of the contest is explained. Each player helps himself to an envelope. When the bell rings, all envelopes are torn open. The players examine their stars and endeavor to form sentences from those in hand. If the words held do not by twisting yield any suggestion of a proverb or quotation the astronomer must seek out some companion player who finds himself or herself in the same difficulty and offer to exchange stars.

This exchanging, and very lively it is apt to become, continues until all sentences are completed, at least to the satisfaction of the player, for no one is obliged to exchange a star unless he wishes to do so, whatever the importunity of another astronomer. The star-gazer has two

ways of deciding whether or not his constellation is correct. One of these is the sentence—whether or not it rings true. The other is, of course, the proper colors required for each group. There can be but one star of each color in any constellation correctly put together, and any sentence not displaying seven hues is therefore incorrect.

The person first to bring to the hostess a correct phrase receives a star-shaped pincushion in token of her appreciation. The second receives a book on "Astronomy with an Opera Glass," and the person coming in third, a star-shaped candy box filled with sugar plums.

Those who fail to win prizes can, by way of fun, receive cookies cut in star shapes and tied with ribbon.

ANIMATED "ADS."

ONE of the most mirthful evenings which can be arranged without expense or trouble to the party-giver is a programme made up of animated advertisements.

Every one is probably more or less familiar with the conventional advertisement party, wherein each player comes wearing a well-known advertisement clipped from a magazine to be guessed by the assembled company.

Animated advertisements is a new and improved version of the foregoing. Here each man or girl comes costumed to represent an "ad" and is afterward called upon to perform some amusing stunt in keeping with his or her costume.

Invitations could be gotten up to suggest advertisement posters, and if the affair is planned with charitable in-

tent, each player can be requested to come bringing one, two or three specimens of the article represented, these to be donated to the charity in question.

A mental review of the advertisements which have become classic will convey an idea of the mirth and motliness of the gathering.

Each player, as he or she enters, communicates their character name to one of the ladies appointed to receive these confidences.

This bookkeeper accordingly pins upon him a card having written upon it the number just filled out in the registration books.

At a given signal after the arrival of the last guests, cards with numbers and pencils are distributed and a half hour is spent in guessing the names of the various advertisements present.

Some widely advertised kind of chocolates might be given as a lady's prize, the gentlemen receiving a popular brand of cigar.

This over, the curtains are drawn away from a miniature stage and each player is called on to amuse the company for the space of five or ten minutes, a feature which has been previously talked over with the hostess.

Naturally, the programme will be extremely varied. The young woman who comes costumed to represent the child who rides around the world on a cake of soap will render child monologues to the great enjoyment of the audience.

The genial colored person whose beaming features are so well known, will cast aside his skillet to assume the banjo, cracking jokes and singing coon songs.

A couple of little Dutch folk, dressed alike, develop acrobatic tendencies, perform sabot dances and other stunts in keeping.

There will probably be a monologue in the quaint "thee and thou" phraseology from a well-known member of the Society of Friends. With solemn peaceful mien, he keeps the audience convulsed and receives a round of applause as he bows himself away.

The girl who eats enough chocolates from month to month to spoil her pretty complexion in real life will find time between bites to sing some attractive songs.

If the programme, including supper, does not occupy the entire evening an impromptu dance can help round out the fun.

The supper itself should be in keeping, each dish being topped off with an advertisement picture, and all edibles being made of advertised goods.

In arranging the affair for a charity a menu is published (with price list which should be moderate) of the various edibles. Then, too, those who perform the duties of waiters and waitresses can be dressed to represent some of the most familiar advertisement pictures. The scarlet-robed Mephisto would be an effective rôle for one of the men; the trim little maiden whose fame is interwoven with a certain chocolate is also picturesque and charming. Half a dozen others equally fetching could easily be devised.

AN OMAR KHAYYAM ENTERTAINMENT.

THE Modern Reading Circle had just brought to a conclusion its study of the celebrated "Rubaiyat" when the twenty members were thrown into a state of pleasant mystification by the receipt of little notes worded as follows:

"The pleasure of your company is requested to meet Omar Khayyam on Thursday, February 15, at noon, 5456 Ardmore Road. R. S. V. P."

This was followed by a playful adaptation of the celebrated quatrain, running somewhat as follows:

"The book of Omar underneath the bough,
The members of our reading club—and thou
With us next Thursday, truly then,
Our drawing-room were paradise enow."

The invitations were written on cards shaped and colored to represent single flowers, and therefore daintily suggestive of the flowery Eastern birthplace of the bard.

Pansies, wild roses, dahlias and narcissus had been chosen as easiest to prepare, as well as specially striking.

Regrets were few, and guests arriving on the evening appointed found themselves in a miniature Persian garden.

The carpet had been covered with lengths of grass-green paper muslin, suggestive of Eastern verdure, generously sprinkled with roses and other tissue paper blooms.

Palms and potted plants banked in corners and along the walls enhanced the Southern effect. In some cases in order to add to the general luxuriance the entertainer had, entirely without botanical authority, furnished the tub plants with large and showy blooms.

A row of tissue paper tulips springing from a bed of green paper turf concealed the mantelpiece from view.

Millinery flowering vines twined the wooden garden chairs and benches, which for the time took the place of the parlor furniture.

At one end of the room, on a small table and picturesquely wreathed in vines and leaves, stood the bowl so much lauded by the poet, filled on this occasion with a mild and refreshing claret cup.

When all had arrived the clever series of contests arranged for the entertainment began.

For the first of these the hostess distributed little cards, having written upon them fifteen incomplete rubaiyats, which the competitors were asked to round out, drawing upon their recently acquired knowledge for the missing words.

Each verse lacked from one to three words, which were represented by dashes and which the company were asked to fill in where the omission occurred.

A copy of Fitzgerald's version was given as a prize for the best set of answers, completed within the previously arranged time limit of half an hour.

At the end of that time the hostess produced a copy of the poem and a slip of paper having the numbers of the pages whereon the rubaiyats were to be found.

These were then referred to and the lists corrected by them.

Another amusing contest was of a more active nature, as a change from the seated game just described.

For it a sheet, on which the artist member of the family had drawn a fanciful portrait of the poet, was stretched in the doorway. A wreath of green tissue paper laurels was produced at the same time and each player in turn was blindfolded. So hampered, he or she tried to laureate the bard.

Most attempts, as usual, went wide of the mark, provoking laughter.

The player coming nearest, who in point of fact succeeded in attaching the wreath to the great man's nose, was declared the prize-winner.

A Persian scarf, secured through an Oriental shop, rewarded the successful contestant.

More intellectual was a half hour devoted to the flowers of the "Rubaiyat." Cards and pencils were passed and everybody requested to write down the names of the different flowers mentioned by Omar, together with a verse in which each name occurred.

Fitzgerald's version was named as sufficient, and the entertainer had previously prepared in advance a list of flower references occurring there.

An illustrated book on Persia, past and present, rewarded the player recalling most blossoms and references thereto.

Naturally one feature of the fun was writing original quatrains in the style of the famous "Rubaiyat."

A MUSICAL BURLESQUE.

A GOOD idea for an entertainment where fun, pure and simple, is desired, is a musicale. Not the cut-and-dried "musicale," where Wagnerian cycles roll their thundering chords to ears properly attuned, but a musicale quite out of the ordinary. Invitations are sent out requesting guests to come in costumes representing something in the musical line, either as a character out of an opera, a musical instrument, or something else of that sort. The festivities usually open with a grand procession of the motley crew about the house—street musicians, troubadours, Wagnerians, Carmens, odalisques and Turks, Narcissus, "ragtime" coons, sheet music and songs without number. After this parade, the maskers seat themselves in the drawing-room, where a stage has been erected, and the entertainment proceeds. This may be as simple or as elaborate as desired, with operatic burlesque, clever skits from the composers, impersonations of noted musicians, and the like. A most successful musicale of this sort given last year in New York concluded with a satire on the Wagnerian cycle arranged by one of the clever guests. The characters were all taken by society people—the Valkyrie maidens appearing on hobby horses. At the end of the thirty-minute "cycle" Alberich had got his Rheingold—a ring the size of an armlet—from the streams with a fish hook, the Rhine maidens had laughed their scornful laughs in a measure that Wagner never would have recognized and Siegfried was killed off in quick time. It was all very funny. Many of the costumes were extremely clever.

A GROWN-UP MOTHER GOOSE PARTY.

MOTHER GOOSE, who provides such altogether delightful entertainments for the youngsters, is seldom called on to furnish a party for the grown-ups, a function which is, if possible, more amusing.

If the guests-to-be are well known to her, the hostess can issue invitations as for a child's party, calling each man or girl by his or her first name. Children's note paper, decorated with Mother Goose pictures, should be used in writing the invitations.

A good formula would be the following written in imitation of a child's unformed chirography:

Dear Tommy and Mazie:

I am going to have a Mother Goose party next Thursday week at eight o'clock and I hope you will both be there. Please answer whether you can come.

Your friend,

MOLLY.

A nursery rhyme masquerade makes a good feature with which to introduce the evening's fun. For it the hostess must pin or tie upon each arriving guest a picture or small object which, when correctly divined, will give the name of some character from the nursery rhymes.

Or she may ask him or her to wear some article of apparel as a hat or cloak in tissue paper, to serve as a puzzle to the others. Here are hints for the puzzles:

Hat of black tissue paper, long cloak of black cheese-cloth, worn by a man. King Cole.

Picture or sketch of a person peeping in a window and a bow of ribbon. Bo Peep.

Boy doll sewed on a blue card. Boy Blue.

A tissue paper muff carried by a girl. Miss Muffett.

A dunce cap worn by a man. Simple Simon.

A huge key cut from gilt cardboard and pendent upon a ribbon, worn by a girl. Lucy Locket.

A number of pink hearts pinned to a girl's gown. Queen of Hearts.

Each player wears attached to his puzzle a number. When all have arrived cards with pencils are passed and players are requested to write down the names of the different characters as they think these to be, identified by numbers.

The player who succeeds in naming most characters correctly could receive a nursery rhyme birthday book.

A lively game in which all join is played in the following way: Men and girls all seat themselves in a circle, and, beginning with the person at the left hand of the hostess, each one is called on to recite a nursery rhyme.

A jingle which has not before figured must be given in every case to escape the penalty of expulsion. If successful the player is allowed to retain his seat. If unsuccessful in recalling one, he must withdraw from the circle.

In the case of long verses, such as "London Bridge," only the first stanzas are recited.

When all persons but one have been banished from the circle, which does not as a usual thing take many rounds, this last person is pronounced victor and receives a prize.

A cup and saucer in nursery rhyme china would make an attractive prize for a woman, or a teacloth embroidered in Mother Goose designs. Give the man prize-winner, if the sterner sex should prove victorious, one of the several nursery rhyme books illustrated by some popular artist.

Another puzzle game, sufficiently different from that first described, to be used with it is called "References." Here a dozen or more little objects, each with a numbered card attached, are arranged upon a table.

Each object is a reference to the story of some Mother Goose rhyme and players are asked to discover to what rhymes they refer. A prize in the form of a goose filled with candy is awarded for the best set of answers. Suggestions for the references are:

A clean dinner plate, with knife and fork crossed upon it. Jack Sprat.

A toy spider. Miss Muffett.

A candlestick. "Jack be nimble," etc.

A woolly dog. Mother Hubbard.

A moon cut from gilded cardboard. "Hey diddle diddle."

A pot of dried peas. "Peas porridge hot," etc.

Piece of pie and a plum. Jack Horner.

Cane with toy horse-head attached to it. "Ride a cock horse," etc.

Toy mouse marked with numeral 3. "Three blind mice," etc.

Picture of pony colored gray, or of a toy horse of gray color. "I had a little pony, his name was Dapple Gray."

Picture of the celebrated bridge with the name cut away. London Bridge.

For a company of literary tastes an amusing contest might be founded on answers to the nursery rhymes. The party-giver should provide as many half sheets of note paper as there will be guests. At the top of each she writes the name of a well-known Mother Goose favorite, as Bo Peep, Old Mother Hubbard, Jack Horner.

The slips are folded and passed in a basket. Each person in turn takes one. On the sheet of paper drawn he must then write another rhyme, using the meter of the one which has fallen to his lot and continuing the story at the point at which it was left in the rhyme. This is a most laughable and exciting exercise if the company consists of men and women who enjoy a mental bout.

The Mother Goose supper which follows upon the conclusion of the games can be made very picturesque and effective. Let the centerpiece be one of the toy geese wearing sunbonnets, so popular with the juvenile contingent for their parties. The body of the goose could be filled with humorous "fortunes" written on tissue paper and rolled into balls. Sew each fortune to a ribbon and let the ribbons project from the goose's mouth.

At the conclusion of the frolic each person pulls a ribbon and receives a fortune. Or a Jack Horner pie could be arranged with fortunes instead of gifts. For place cards have linen nursery rhyme books with highly colored illustrations and let the guest's name appear on the cover.

The pretty nursery rhyme china makes a most attrac-

tive touch if this can be afforded, or certain pieces of it may be given as favors to the girls.

The celebrated tarts of the Queen of Hearts (in cordate shape and filled with currant jelly) form part of the dessert.

AN ART AUCTION.

IN the way of merry farce for people who know each other well and where it is desired to avoid all unnecessary outlay, an art auction is about as good a hint as one could wish.

Each person entering the room is given a little bag made of cheese-cloth or bright-colored calico and containing one hundred beans.

Each bean is understood to represent a dollar, and the beans in one's bag represent one's entire finances in so far as the auction is concerned.

Typewritten or printed catalogues distributed at the same time give the names of the pictures to be sold.

The auctioneer is necessarily a self-possessed person and a clever conversationalist of ready wits.

Unless the hostess can herself fill these requirements, some friend must be admitted to the secret and appointed to the position.

The articles are all carefully wrapped in paper and tied with ribbon. They are sold only by name and number, so that no one knows what he has bid for until the time comes for opening one's bargain at the conclusion of all the sales.

The auctioneer should so manage that each guest gets

at least one purchase. As each bundle is "knocked down" it is handed over to the purchaser, but may not be opened until the end of the game.

Here are suggestions for the "sells" which figure in the printed catalogues :

Horse Fair. Some hay and oats.

The Tutor. A toy trumpet.

A Study of Greece. Vaseline box.

The Fortune Teller. A daisy.

The "Lost Chord." A piece of shop string.

Black Beauty. A pickaninny doll.

The Tie that Binds. A cravat.

Author of Our National Anthem. A key.

The Beau and Belle. Small bell tied with a bow.

Downfall of China. Broken tea cup, etc.

The Fairy Spinner. A toy spider.

A Drive through the Wood. Nail driven through a piece of board.

View of Castile. Cake of soap.

Spring, Beautiful Spring. An old chair spring.

Wayworn Travelers. Old shoes.

The Lamplighter. A match.

The Midnight Hour. The number 12 written on a card.

Maid of Orleans. Molasses candy.

THE CIRCULATING LIBRARY.

A NOVEL and entertaining form of conversation is called The Circulating Library.

The invited guests should include an equal number of girls and men, and the ladies are asked to come costumed to represent a book. One may either dress to represent the book title or something may be worn to suggest it as in the ordinary book tea.

The names of the different books represented are catalogued duly under their initial letters and this list is pinned up in the parlor.

As each girl arrives she is conducted by the hostess, who acts as librarian, into a rear room, or if only one apartment is available for the fun, behind a screen, arranged at the rear of the drawing-room.

Each man on arriving reads the list of books and decides which title he would prefer.

He appeals to the librarian, who leads out to him the book he has selected.

Each borrower is permitted to retain a book ten minutes, not longer, after which he must return it to the shelves under penalty of paying a forfeit.

He then selects another name from the list.

Of course the borrowers must not be allowed to discover by whom the different books are being personified.

This same attractive idea can also be arranged as a philanthropic venture with a large number of books, and five or six librarians to see that the men patrons are waited upon.

The money is taken in the form of 25-cent entrance fees, and also in fines paid by those who disregard rules and fail to return specially interesting volumes within time limits.

A DRAWING PARTY.

THE hostess who enjoys a social affair entailing no brain fag should issue invitations for a Portrait Party.

The only apparatus necessary is a quantity of blank cards or squares of pasteboard, say about five inches square, and pencils.

Each gentleman on arriving receives a slip of paper on which is written the name of some lady in the company, and when the fun is in readiness the partners thus appointed must sit opposite each other and draw each other's likeness.

At the end of ten minutes the portraits are collected by the hostess, numbered and pinned up on the wall.

The men then choose new partners and the game proceeds as before.

Each player, before the drawing stops, must draw three members of the opposite sex in rounds of ten minutes each.

When the drawing is at an end the company, furnished with slips of paper and pencils, guesses or tries to guess the subjects of the different likenesses.

A prize, which might be an order for pictures on some photographic establishment of the neighborhood, is awarded for the best set of guesses.

Another prize could be given for the sketch pronounced cleverest by a consensus of opinion. A framed photograph of some portrait masterpieces would make a good choice.

THE SOCIETY PUZZLE.

AS EACH player enters the room he or she is given a card mysteriously marked, which will look like this:

A

Sec. 4.

6 members.

When all are on the scene and the cards all given out, explain the idea of the game, which is briefly this:

Each player having received a card belongs by this fact to a certain society. The letter at the head of the card is one figuring in the name of the association in question.

By the number given all members of each society can search each other out and puzzle over the hidden name which will be revealed when the different jumbled letters are properly arranged.

The number of letters in the word is, of course, easily found, being the same as the number of members.

Scampering hither and thither, comparing letters and discussing the puzzles, the guests will become acquainted much more rapidly than in an ordinary game.

Illustrations of the societies to be anagrammed would be Masons, Odd Fellows, Royal Academicians, Suffragists, Nihilists, Fenians.

A prize should be awarded to be drawn for by all members of the society first to discover its own name.

TO SEAT A COMPANY.

THE question often arises how to have one's guests find their places at table. If the company is well acquainted the ceremony will go off easily, but otherwise, unless the entertainer is extremely self-possessed, an awkward silence may result.

Here is the way a bright urban hostess arranged the matter to her own relief and the amusement of her guests:

Immediately after dinner was announced, and before they proceeded to the dining-room, small cards were distributed.

On one side was the name of some guest, on the reverse a word or two of some quotation—in this case the rhyme of Old King Cole.

The hostess herself had the card beginning the rhyme with "Old King Cole." The guest holding the card with "was a merry old soul" took up his position at her right. The third person, having the refrain "a merry old soul was he," found her chair at the right of the gentleman holding the second card, and so it went on until all were in place.

The alternating of gentlemen and ladies is managed by distributing one half the cards to the men, the other half to the women.

For a patriotic dinner a sentiment or quotation appropriate to the occasion can be substituted for the nursery rhyme.

A RADIUM PARTY.

THE little Radium Party recently conceived and given by a New York entertainer of moderate means was pronounced a great success by the circle of friends and acquaintances to whom it was offered. As other puzzled hostesses may like to repeat the experiment, I herewith give full particulars of the party, to which a clever woman may add many other features.

At the original affair the fun was put into swing by a number of absurdities which caught the attention of the arriving guests and gave all food for thought until the entire party had arrived. In a darkened closet, opening off from the parlor, a pebble or chip of wood (coated with phosphorus to impart an eery glow) was exhibited as "1,000,000,000,000,000,000,000,000 of an ounce of the true Radium discovered by Professor and Madame Curie."

An illuminated sign (illuminated by pin perforations in the cardboard outlining the letters, through which the light shone from candles placed behind) extolled the possibilities of the new discovery. According to this placard, while the wonderful substance will do almost everything else, it WON'T WASH CLOTHES. This allusion to a world-celebrated advertisement of a certain brand of soap caused great amusement.

For the first game on the programme—a stirring one, by the way—the impedimenta were in waiting when all the guests assembled.

Against the wall at the most distant end of the room

was arranged a kind of sunset effect with rays cut from colored cardboard; the rays being quite narrow at the top and gradually spreading to something like a foot in width at the bottom. They were tacked in fan fashion upon the wall and each ray had a special number emblazoned upon it in gilt paint. The game was played much on the order of the always popular donkey party, by blindfolding each player in turn and sending him or her to mark upon one of the rays with white chalk. The mark must be made upon the particular ray one happens to touch. The number of points won are represented by the number of the ray marked. Thus, if blue were designated as number 6, the player marking the blue ray would win six points, and so on. A prize was awarded for the highest number of points won. Two or more persons winning the same number would, of course, draw lots for the trophy.

The second game, which was a very original one, was instituted to decide the question whether Professor Curie or his wife was the real discoverer of the celebrated and costly substance.

For this the word Radium was written twice over six small pieces of cardboard. One set of these pieces was on pink cardboard, the other on pale blue. The word was not written in full, one letter only being emblazoned upon each cardboard chip. Just before the guests arrived these lettered pieces had been hidden here and there around the rooms and hall, just as peanuts are concealed for a peanut search.

The idea was a very simple one. The men were called upon to prove that the husband was the real discoverer.

This they could do only by unearthing the six pink cards, and thus discovering radium before the girls of the party could do the same thing by collecting the six blue slips. Neither side was allowed to touch the chips belonging to the opposition side, nor permitted to give information regarding their whereabouts, if by accident they were discovered. To add to the excitement of the game a simple prize, consisting of a box of bonbons wrapped in silver paper, was offered for the greatest number of letter chips discovered by an individual player.

More intellectual, although not to a brain-fagging degree, was another game founded on the name of Radium. It was found that by using the different letters forming this word again and again, several smaller words could be formed. Some of these were "mud," "dam" and "ram;" we will leave the reader to find out the rest for to tell them here would spoil the fun.

Each of these was represented as nearly as possible by a picture clipped from a magazine or newspaper and pasted upon cardboard. The mounted pictures were then numbered in rotation and tacked upon the parlor wall on a level with the eye.

When the time came for playing, each guest received paper and pencil with which he was asked to record his guesses as to the smaller words pictured. It was possible to tell more or less surely whether one's guess was a close one, owing to the fact that six letters only were available for twisting as anagrams.

The motif of the party was very cleverly introduced into the light supper that followed. Rays of ribbon and flowers *radiated* from the centerpiece proper. Sandwiches

were wrapped in iridescent paper foil which gleamed in a manner suggestive of metal.

As far as possible only silver was used on the table, and whenever china dishes appeared they were hidden by silver paper fringed at the edge. At each corner of the table were huge silver balls, such as form ornaments for Christmas trees, and these reflected dazzlingly the bright lights of the table and its setting. Candles were used for lighting, and were held in silver candlesticks, which rested on sheets of tinfoil crumpled up to look like silver rocks. The name cards were written in silver ink, as were also the invitations to the festivity.

Toward the end of the repast a bowl filled with colored popcorn was passed among the guests. This course was accompanied by a small silver ladle. Each guest was invited to dip out a ladleful of the popcorn and try to discover the bit of hidden radium, which proved to be a wee jewelry box wrapped in gold paper and containing a pretty stick-pin. This went to the guest who was fortunate enough to dip it up in his ladle. No one was allowed to look at the contents of the bowl while scooping out his or her portion, for this would have given the later ones an unfair advantage, as the little box with its gleaming cover showed between the grains of popcorn after a few ladlefuls had been taken out. So the waitress who passed the bowl held it just back of the right elbow of the one to whom it was offered, and he or she was bidden to look straight ahead while taking a share.

A BALL WITHOUT DANCING.

THIS is a very new and very jolly little entertainment and may be given by a hostess whose wildest dreams do not include the possession of a ballroom.

Have the invitations read like those for an ordinary dancing-party and substitute in one corner the words Danceless Ball for the usual Dancing. Nine out of the ten guests will fail to divine the nature of the affair, which may be given in the evening or afternoon, and in which the fun hinges on a series of original games played in some way with balls.

If she can afford it, and the expense is not great, let the party-giver have made, either by the florist or the nearest dealer in tissue-paper novelties, a huge ball containing a gift for every member of the company. The florist will construct it of wire, covered with damp moss, and having wee flowers embedded in the mossy covering. The novelty-dealer will probably cover the wire with tiny rose-buds, or he may imitate one of the children's striped balls with bands of colored paper. Whatever their character, the gifts must have streamers of narrow ribbon attached to them and the ends of the ribbons must hang out through the moss or paper covering. At the conclusion of the party each guest pulls a ribbon and thus secures a little souvenir of the frolic.

These gifts may be very inexpensive and should not cost at most more than a quarter of a dollar apiece. The place for the ball is the doorway through which the guests pass from the hall to the drawing-room.

Here are a few of the many good games which hinge on balls and ball-playing. Let the entertainer make her selection according to fancy and her resources:

SIZE OF A BALL.

Secure in a toy-shop a dozen or more balls of varying sizes and any color. Celluloid articles are pretty, but are apt to be expensive. The brilliant-striped balls are also charming. If plain rubber balls are the best you can afford, these may be painted in different colors or covered with a crocheted case of bright yarn.

Suspend the balls from the ceiling in different portions of the room with ribbons or cords and attach to each a card bearing a number. This makes an extremely pretty room decoration in addition to an exciting game. In order to get the best effect possible arrange the balls before the guests arrive.

Distribute among the company small cards with pencils attached and having written upon them the same numbers appearing on the balls. Each pair of partners receives a card, the idea being to guess the respective sizes of the different balls—which is largest, which next, which third, and so on.

Of course, these statistics have already been gathered up by the hostess, using a tape measure. The answers are rapidly examined and the prize awarded to the most successful. This prize could take the shape of a globular box filled with candy. The more varied the color effects in the balls the better, as color apparently greatly varies the size of the little globes.

BALL-ROLLING.

If the company is a mixed one of varying ages the lists for this game should be left free, only such as feel inclined to vigorous exercise going in for it. The fun consists in propelling a small rubber ball around the room with a match stick for propeller. Each person desirous to do so has his turn at this, the hostess, watch in hand, timing him. The player accomplishing the feat in the smallest number of minutes or seconds is prize-winner. If several come in equally in advance of the others, all these are entitled to draw for the trophy. A stick-pin with ball-shaped head, which will prove equally acceptable for masculine cravat or feminine collar, would be a good choice.

HOOP-BALL.

If the more fragile bric-à-brac is removed—as it should be for an entertainment of the new sort—the general furnishings of the parlor will have nothing to fear from this strenuous game. For it secure three small toy hoops about six to eight inches in diameter. (These can be made from flexible cardboard cut into strips, if the wooden ones are not at hand).

Suspend the three hoops on a line in the center of the room, depending them by strands of ribbon from the ceiling. Let each hoop be a little lower or a trifle higher than the others.

The company takes “sides,” drawing slips from a box or by some other simple means usual in deciding this

question. One division takes up its stand at either end of the room, equidistant from the hoops. Before the sides separate let the hostess toss into the air a small rubber ball—it should be very soft. The player catching it wins first play for his or her side.

The fun consists in returning the ball from one side to another through one of the hoops without allowing it to touch the ground. Two players, one from each side, compete at a time. As soon as a player fails to catch the ball and return it through the hoops he is “out,” and his place is taken by another member of his division. The game lasts until one division has no more recruits, when the victory goes, of course, to the side still standing their ground. Members of the victorious side draw for the award of merit, which might be one of those convenient silver pincushions in the shape of a ball.

BLUE-BALL.

In this game the skill lies in judging the contents of one's neighbor's hands from the expression on his or her face.

The company stands or sits in a circle, and the hostess, passing on the outside of the circle, slips into the hands of some man or girl a small blue marble. This marble is “bad luck” of the most insidious character. Of course, the hostess will pretend to communicate some small object to the hands of each person (these are held behind the back) to disarm suspicion. In reality but one ball is given.

The object of the holder of the ball is to pass it on to

his or her next-door neighbor. This he can only do by presenting both hands and having the opponent tap one as a sign that he desires its contents. Every one is obliged to select from the hands offered, the selection going in a regular course from left to right or right to left, as previously agreed upon.

Each player is, of course, allowed to shift the contents of his hands, or pretend to shift imaginary balls, as often as desired. A lively way to decide the game is to have the hostess play soft music as if for the game of Magic Music. The man or girl holding the marble when the sudden cessation of the music is first recognized is blue-balled from the circle. This play is continued until but one player remains standing.

The circular idea may be introduced into both table trimmings and menu, if a supper or refreshment is to follow the games. The tables may be round, and the floral centerpiece of circular shape. Sandwiches and cakes are cut with a round tin, candies are circular, and ice-cream is molded to represent snowballs.

AN AMERICAN BEAUTY EVENING.

THE invitations gave the first hint of the nature of the party, for each letter-sheet had, in lieu of a monogram, a tiny kodak photograph of a pretty girl holding a rose.

A series of questions about American beauties were written on slips of paper, each girl and man among the company receiving a slip between them and becoming partners for the game. The questions, with answers, were:

What early American beauty saved the life of an English colonist? Pocahontas. What American beauty married Thomas Mann Randolph, of Virginia? Martha Jefferson. What Western beauty of our day occupied a high position in the Orient? Mary Leiter. What beauty was married from the White House in splendor during Grant's administration? Nelly Grant. What early Philadelphia beauty discovered a plot of the British and took a warning to her countrymen? Lydia Darrach. What American woman represented as old by Whittier is made young and beautiful in a modern play? Barbara Frietchie. What American beauty won the title of "Angel of Mercy" in the Cuban War? Annie Wheeler. What lovely American devotes large sums to benevolence? Helen Gould. What Philadelphia grande dame was noted for her magnificent costuming? Mrs. Rush. What American stage beauty now lives a private life abroad? Mary Anderson.

This interesting feature was followed by a balloting as to what constitutes an American beauty. Each man in the party received a voting card worded as follows: "What type of woman do you consider most pleasing? Color of hair? Color of eyes? Complexion, light or dark? Height? Disposition, vivacious or dignified?" The girl who had most of the good points preferred by the largest number of men received a bouquet of roses of the appropriate variety.

The host then produced a box of anagram letters. These she dealt around the table like cards, each person receiving three. The residue was placed as a pool in the center of the table. The player was told to endeavor to form with the letters in hand, added to by drawing, the words

"American Beauty." Lucky the player who found in his hand an A, as the word-building could begin with only the first letter. If the player found among his letters an A he placed this face upward upon the table before him. If he had an M, this was placed beside it. If not, he could only cease work until the time for drawing came. When all players had exhausted their resources the drawing began. Each player drew from his left-hand neighbor. If the needed letter was secured by this manœuvre it was added to the embryo word. This drawing and building was continued until some one formed the desired words. Any player out of letters drew from the pool, as did also the player who should have drawn from a player whose letters were exhausted. The borrowing system rendered it almost impossible to retain a letter, however cherished. Letters placed in proper sequence could not be touched by a borrower.

A blackboard was then produced, and each player sent to it in turn to write down the initials of an American girl now living. A prize was offered for the set of initials which could not be guessed by any one present, with a second trophy for the person guessing most correctly. Any set supposed to be those of a beauty not American-born or to be incorrectly given was challenged, the point being left to the host to decide. The first prize was a daintily bound copy of Tennyson's "Dream of Fair Women." The second, a lovely mouchoir-case decorated in a water-color design of red roses.

A pretty lace-pin in the form of a half-opened rose was then shown to the assembly and laid in full view upon a table at one end of the room. Each man who wished

to attempt winning it was asked to step forward and submit to careful blindfolding. Each volunteer was blindfolded in the center of the room and turned around in a confusing manner three times. When all had been bandaged and turned the signal for the start was given. All gentlemen laying hands upon the bijou drew for it, and the lucky individual to whom it fell presented it to whomsoever he pleased.

The supper carried out the floral idea. A tall basket of the roses served as a centerpiece. Red candle-shades cast a rosy glow over spotless napery. Bonbons were served in papier-mâché dishes representing rose-petals. Place cards took the form of pretty girl-faces, and strawberry ice was molded in the shape of roses and colored pink.

PROGRESSIVE TRAVEL PARTY.

APPROPRIATE and enjoyable for any season of the year, a Progressive Travel Party is especially so for a function to occur in months of travelers and traveling.

The fun lies in a progression, each stage or table of which suggests a different city. The entire globe can be traversed for the tour, but patriotic hostesses may prefer to keep the journey within the boundaries of our own vast and beautiful country.

Suggestions for visiting the great cities of the United States in the space of three hours are given here. A short tour includes New York, Boston, Philadelphia, Chicago, Washington and San Francisco.

At New York the travelers marvel at the billowing

tide of immigration pouring into the metropolitan city and through it to other parts of our country. They meet with some as puzzling types of immigrants which they are asked to identify. For the sake of the entertainer a few of these are given here.

1—One immigrant was a pretty kind of dress goods. Swiss.

2—Another was a kind of turnip. Swede.

3—One was almost a slave. Slav.

4—One was in a terrible hurry. Russian (rushin').

5—One was part of a woman's dress. Basque.

In San Francisco the players are called upon for a ten-minute memory sketch of John Chinaman. Give one of the popular laundry lists representing Wong Lee at work, or a laundry bag with embroidered design representing Wong, for the most original drawing.

At Washington the players are conducted to the White House, where the spirits of all the Presidents of the past are waiting to receive them. The entertainer propounds some interesting questions with regard to the Presidents, as:

What President was noted for his democratic simplicity? Thomas Jefferson.

What President had a father also President? John Quincy Adams.

Complete the tour with a supper in which the different viands of our large cities figure—as Boston baked beans; beaten biscuit and fried chicken of Maryland. Have each dish brought to table waving with tiny American flags.

TOUR OF THE WORLD IN EIGHTY MINUTES.

A PLEASANT and unhackneyed idea for entertaining a company of bright people is a "Parlor Tour," or, as it is sometimes called, "A Tour of the World in Eighty Minutes."

The invitations are written on sheets decorated with pen-and-ink sketches of travelers, or on picture postals representing different scenes of travel, which are inclosed in envelopes for mailing.

It is desirable to have the wording as puzzling as possible, and something like this form could be employed:

Dear Miss Brown:

I hope you can join us in "A Tour of the World," to set out from our parlor on the evening of February 2, at 8:30 o'clock. Trusting that nothing will prevent your accompanying us on our travels, I am,

Very sincerely yours,

CATHERINE PELHAM.

Anything which savors pleasantly of foreign lands can be utilized for the purpose. The flags of different nations, for example, if they can be borrowed for the occasion, or framed photographs of foreign views, or any objects of interest characteristic of other cities.

Arriving guests find the hostess and other members of the receiving party arrayed in long linen dusters, with field glasses or small traveling bags slung across the

shoulder, and severe felt walking hats or other headgear suggestive of the tourist.

As each person comes in he or she receives a long strip of pink, green or yellow cardboard with a pencil. Across the top of each slip are the words "Commutation Ticket," and below a list of stations written one under the other with blank spaces opposite each.

STATIONS WE STOPPED AT.

A celebrated judge of feminine beauty.
A pretty variety of china.
One of the world's greatest statesmen.
Always increasing by half its own measure.
Always in bottles, yet never poured.
Look in stealthily.
A cheap kind of paper.
To wander or stray.
What this party is now doing.
A kind of sausage.
A wild animal of the plains.

When all the expected ones have made their appearance the meaning of these tickets is explained by the hostess. The answer to each question is the name of some well-known city in some portion of the globe, and a prize is in waiting for the player guessing most of them in twenty minutes.

For the sake of the entertainer who wishes to copy I give the answers, which are :

Paris, Dresden, Washington, Dublin, Cork, Pekin, Manila, Rome, Turin, Bologna, Buffalo.

For a trophy get one of the candy boxes representing a red bound book. When filled and with the word Baedeker painted on the cover in gilt letters it will be most appropriate for a touring party.

Another enjoyable game involving some exercise of gray matter is mental geography. Some time in advance of the party the hostess hunts up and distributes around the room or tacks to the wall a dozen or more objects, each of which, when correctly guessed, will give some name well known on the map. The following suggestions can be carried out for part of the list, or an entirely original list may be thought up:

China teacup and the letter C. China Sea.

A small piece of rock. Little Rock.

A newspaper picture of Grover Cleveland, without his name. Cleveland.

An empty can and a slip of paper with "2240 pounds Avoirdupois" written on it. Can-ton.

A handful of hay and a spoonful of tea. Haiti.

An advertisement of a dry goods sale and the letter M. Salem.

Allow from fifteen to thirty minutes for working out the answers, according to the number of questions prepared, and give a book of travels as a prize.

During another half hour the hostess reads aloud half a dozen short descriptions of objects of interest in Europe, the East, etc., and the players are called on to guess what place, picture, building, statue or other work of art was intended. The selections are all made from standard writers and should be selected with a view to brevity as well as wit.

A plaster copy of some famous statue would make a good prize. Again, a package of twelve or fourteen picture postals representing views of travel are cut into small pieces and thoroughly mingled. They are then heaped up in the center of the table around which the players sit. Every one endeavors to form whole cards by matching the pieces and each card correctly put together counts one point. A toilet case suitable for traveling short distances rewards the winner of most points.

SOME GOOD GAMES.

GAMES FOR THE QUICK-WITTED.

MANY games which would fall flat in the ordinary mixed assembly are delightful and a success among witty folk who enjoy a mental bout, impromptu or otherwise.

Such a game is Definition, which is very ancient, a version of it having been played at the court of Charlemagne.

DEFINITION.

The fun is extremely simple.

Pencils and paper are distributed and each member of the group asked to write a question or ask for a definition.

The question papers are folded and placed in a dish or basket and each player draws one. He is required to answer the question which has fallen to his lot.

Latent cleverness is often called forth by the exigencies

of the moment, and when after each round the answers are read, the war of wit is most amusing.

If desired the players may use pseudonyms. The best definition wins a prize.

Examples of the questions, with amateur answers, are:
What is luck? Other people's success.

What is a hobby? A horse that sometimes rides its rider.

TRAIN O' THOUGHT.

Another good game for players of nimble wits is called Train o' Thought.

Here the hostess or the leader begins by announcing a word which all players write at the head of their tablets.

Afterwards each player writes below it in a straight line words representing the different places, things, persons or abstract subjects suggested by it.

A rough example of a train of thought and of the distance which it can cover in the space of a few moments would be:

Shakespeare. Stratford. European travel. Warwick festival. Lady Warwick. Progressive new women. Colorado. San Francisco. Earthquakes. Chili. Revolutions. Russia. Czar. Louis XVI, etc.

At the end of fifteen minutes papers are collected and the different tracks followed by the trains of thought will be found very fun-provoking.

No prize is attached to this game. Each player after receiving his word continues to write connecting links until the bell sounds, as a signal for discontinuance.

All begin with the same word and invariably end up differently.

RAPID COUNT.

For this the hostess should write on morsels of paper all the numbers from one to twenty, writing each several times.

Jumble the numbers several times in a basket and place the basket on a table, or stand, around which the company sit.

Each person in turn takes one of the papers, and upon seeing what number it contains must name some celebrated thing connected with this number. For example, a person drawing the number seven could name The Seven Sleepers, The Seven Wonders of the World, "We Are Seven," and "Seventh Son of a Seventh Son."

The papers are retained to count to their credit by all those who succeed in answering.

Those who fail must pass their papers to those seated next to them, who in turn try to name something appropriate.

Any one failing must give a forfeit, to be redeemed later on.

A prize can be given, if so desired, for the greatest number of question papers held by any one player.

HODGE-PODGE POETRY.

In this amusing game the object is to form a poem consisting of lines extracted from the works of various poets.

It can be played in several ways. Single lines from

different poems may be written on sheets of paper before the beginning of the game. These are drawn for by the different members of the company.

The player drawing a line is then supposed to complete a four-line verse in the meter of that given, and rhyming either alternately or not with the final word of it.

Again, one player writing a single line passes it on to his nearest neighbor. The form of the stanza has already been agreed on.

The second player has three minutes in which to add a second line, after which the paper is passed on to each in turn.

An example of the hodge-podge poetry so evoked is the following:

On Linden, when the sun was low.

A frog he would a-wooing go.

He sighed a sigh and breathed a prayer.

None but the brave deserve the fair.

PROPHECY.

In a gathering where all are very well acquainted, the little game of prophecy may occasion much fun.

Each person securing a piece of paper from the hostess writes down the prediction about some other person present, to be fulfilled that evening—such as something which he or she will do or say.

The allusions must not, of course, be unkindly or personal, but harmless teasing is allowed.

Before the guests take their leave the prophecies are read aloud, to be refuted or confirmed.

Those whose predictions have been verified should receive some trifling souvenir in appreciation of their cleverness.

PARLOR HYPNOTISM.

Parlor hypnotism, which contains no element of the baneful, never fails to amuse and interest.

Here is one way to mystify a company of clever persons. Send some one for a moment out of the room. Select five cards from the pack, and hold up one of them so that all the company may see what it is.

Recall the player and spread out the five cards in the shape of a fan.

Now take the right hand of the person who is to be mesmerized and command him to select from the five the card you have thought of, using his left hand to remove it.

For some reason the subject never fails to draw out the correct card.

This should be preceded by some mysterious passes in the air on the performer's part.

He or she may also speak of being the seventh child of a seventh child in a family celebrated for its occult powers, and introduce other claims to skill in the arts of mystery.

TWO GOOD PUZZLES.

The inaccuracy of the average reader and patriot concerning what every child should know can be amusingly demonstrated by asking the different members of the party to write down the names of the thirteen original States.

These, it may be well to add for the sake of the entertainer, are:

Massachusetts, Connecticut, Rhode Island, New Hampshire, New York, New Jersey, Delaware, Pennsylvania, Maryland, Virginia, North Carolina, South Carolina, Georgia.

Another good test which will trip up many, consists in writing down the names of the books of the Bible in their proper order.

It is surprising how few persons will be able to name all the scriptural divisions, and in anything approaching regular sequence.

A CONTEST OF MONTHS AND YEARS.

THE years and months could be used as the basis of an entertaining puzzle.

Slips of paper with from ten to twenty dates written on them are passed and players must say what happened in those years. Thus:

1620—Landing of the Pilgrims.

1492—Columbus crossed the ocean blue.

1776—Declaration of Independence.

1066—Norman Invasion of England.

Give a diary for the New Year to the player giving most events correctly.

Quotations from the poets referring to certain months and with blanks where the month's names would occur to be filled in by players, make a pleasantly intellectual contest. Here is a partial list:

What is so rare as a day in ——?

Beware the ides of ———.

The uncertain glory of an ——— day.

In the merry month of ———.

Seek roses in ———, ice in ———.

From a dozen to twenty-four such quotations will help to pass half an hour entertainingly. A book of quotations would make a suitable reward for the person compiling most of them.

Or arrange the game of calendar quotations:

Each player receives three slips of paper cut to resemble the leaflets from a slip calendar. On each slip is some day and date. The player receiving the slips must write on them quotations appropriate to the date written there.

At the end of fifteen minutes the hostess collects and reads quotations. A prize is awarded for the set adjudged best.

COMPARATIVES.

THIS is a good pencil and paper game. Each player chooses any word he likes (not an adjective), and tries to fit on to it a comparative and superlative. For example:

Chosen word.	Comparative.	Superlative.
tea	tear.....	test
toe	tower.....	toast
bee	beer.....	beast
on	honor.....	honest
fee	fear.....	feast
foe	four.....	forest

It will be seen that ordinary grammatical construction is banished, the point being to turn out grotesque and humorous sets, the more absurd the better.

If the player is unsuccessful with his first word, he should try another. A quarter of an hour is allowed for a single set. If the time is exceeded a forfeit has to be paid.

The conductor of the game then reads the sets aloud. If well put together they afford much amusement.

THE FUSSY COOK.

FOR children of the school-going age a good mental game is called The Fussy Cook. Some one begins by stating that he has a very good cook, who is, however, very finicky in her taste and doesn't like peas. He asks what he shall give her to eat? Each person in the row or circle must then name some article of food which is spelled without the letter "P." Thus, Spinach would not do for the cook nor would potatoes; but cabbage and celery would both be acceptable to her. Any one failing to name an article without a "P" in it or who gives one by mistake that contains the fatal letter, must pay a forfeit. Or a prize may be given to the boy or girl who outsits all the others in the row or circle. An amusing forfeit which never fails to create fun is to have the unlucky player go to each person in the room and smile sweetly at him or her in order to expiate his blunder.

HEROES AND HEROINES.

A GOOD game for lovers of fiction is easily arranged in twenty minutes or half an hour.

To begin it the hostess distributes among her guests large cards or strips of cardboard on which are the names of fifty characters, male and female, extracted from standard or popular novels, who must be identified to win the prize.

This is done by writing opposite the name of each character the title of the book in which he or she figures. Each player may have a separate list, or partners may be chosen who work together to fill out the same card.

CHARACTERS.

Babbie (The Little Minister).

Dinah Morris (Adam Bede).

Nydia (The Last Days of Pompeii).

Kate Hardcastle (She Stoops to Conquer).

Adam Moss (A Kentucky Cardinal).

Little Eva (Uncle Tom's Cabin).

Blanche Amory (Pendennis).

Rosamond Lydgate (Middlemarch).

Sir Lucius O'Trigger (The Rivals).

Josephine March (Little Women).

Sancho Panza (Don Quixote).

Edward Fairfax Rochester (Jane Eyre).

Miss Euphemia Dundas (Thaddeus of Warsaw).

Noddy Boffin (Our Mutual Friend).

Mrs. Malaprop (The Rivals).

Lady Teasle (The School for Scandal).

Quilp (The Old Curiosity Shop).

Eugene Marchbanks (Candida).

Lucy Dashwood (Charles O'Malley).

Phineas Fletcher (John Halifax).

A CAPITAL GAME.

ANOTHER pleasant puzzle game concerned the capitals of the United States. The puzzle questions were written on cards cut and colored on one side to represent our national ensign. Here are the questions with answers:

What capital is a martyred statesman? Lincoln.

What capital is always peaceful? Concord.

What capital belongs to an inferior politician?
Bos(s)ton.

What capital is the title of a sovereign lady? Augusta.

What capital is a beneficent ruling power? Providence.

What capital is a lately opened harbor? Newport.

What capital is an English dukedom? Albany.

What capital of the Southern States should be wealthy?
Richmond.

What capital is a gentleman of Queen Bess' time?
Raleigh.

What capital is the hero of New Orleans? Jackson.

What capital belongs to the aborigines? Indianapolis.

What capital is composed of a natural water supply
and a meadow? Springfield.

What capital is a surgical operation? Lansing.

What capital is an early President of the United States? Madison.

What capital is a celebrated convert to Christianity? St. Paul.

What capital belongs to a beau of old Bath? Nashville.

What capital is a small boulder? Little Rock.

What capital made a splendid discovery? Columbus.

What capital is a famous man of Germany? Bismarck.

What capital is the mother of a great Emperor? Helena.

What capital belongs to a celebrated actor? Jefferson City.

What capital is an American historian? Prescott.

What capital is a Grecian city? Olympia.

A PATRIOTIC CONTEST.

A NEW game that has been discovered is called Red, White and Blue. To play it, each man in the company invites some girl to act as his partner, and to each couple the hostess gives a strip of cardboard divided off in the following form:

RED	WHITE	BLUE
-----	-------	------

A pencil is attached to each card with tricolor ribbon. When the signal for beginning the game is given, each couple withdraws, and what the girl dictates the man writes on the card.

It is her part to dictate rapidly, in any order in which they occur to mind, the names of things red, white and blue in Nature, as rose, cherry, ruby, garnet ; snow, foam, cloud, milk ; sky, turquoise, forget-me-not, robin's egg.

Only the man can write. He is not allowed to add to the list any names of objects which occur to him and not to his partner.

At the end of twenty minutes the cards are collected, and the two who are found to have the most color nouns on their cards are awarded prizes.

A book-mark with decoration in Uncle Sam's chosen hues makes a good selection for the man's prize. The girl could receive a box of candy with a picture of Columbia on the cover.

YACHT RACE.

A GAME immensely popular with children, and which older boys and girls do not disdain, is Yacht Race.

Each player receives a chart at the top of which the name of his yacht is written. Marine-sounding names are usually given, as The Sea Swallow, Neptune's Darling, The Wavelet, The Mermaid.

The chart is also decorated when possible with a sketch of a vessel under sail or a picture of one cut from a magazine or advertisement and pasted on.

Along the edge of the chart run the numbers from 1 to

10 and following each number the direction the yacht is to sail in to find its next port. This direction is given briefly, as "Due south," or "Nor'east."

The ports are represented by inch square pieces of white paper. Each yacht has ten of them. Thus, the Ariel's ports would be numbered Ariel 1, Ariel 2, Ariel 3, Ariel 4.

These ports are placed around the rooms in full view and each shipmaster has to find his own.

All start from the same dock, which may be a chair, table or a certain corner of the room.

Each captain sails by his own chart, paying no attention to those of other navigators, the routes being different in every case.

As the ports are reached they are taken down and pinned to the charts.

The captain first to find all his ports wins the race. He may receive a prize in the shape of a chocolate or candy ship.

The person preparing this game will find that it saves time to plan one chart by itself, writing down the sailing directions on the chart when the port is arranged.

FORFEIT NUTS.

THE "Frolic of the Forfeit Nuts" is generally pronounced one of the merriest of games. It is a round of nonsense pure and simple, but delightful and entailing no brain fag.

Without explaining that anything unusual is to be ex-

pected, the small host passes around the room two bowls of English walnuts, distributing at the same time nut-crackers. One bowl is passed among the girls, each of whom takes a nut, while the other bowl serves the boys. When the bell rings as a signal for the start, each boy or girl cracks the walnut drawn. In some cases tiny gifts, as candy, penknives, wee dolls, calendars and other trifles, are found, but such good luck is rare, and for the most part the children find themselves possessed of morsels of tissue paper on which are written suggestions for "stunts," which the recipients must perform. Each forfeit paper is numbered, the number representing the order in which the forfeiters are to be called on to perform.

The "stunts" written on the little papers are highly diverting. One of the girls is handed a clothespin, which she is directed to hold like a doll, singing it to sleep. Another "coming woman" sews on buttons with her left hand, a third emulates Adelina Patti by singing "'Tis the Last Rose of Summer." A boy guest, hardly more fortunate, is invited to imitate an organ grinder's monkey, hopping around the room and holding out his cap. Another unlucky mortal finds himself expected to recite the first two stanzas of a celebrated poem, checking off each word with a number, thus: "The (one) boy (two) stood (three) on (four) the (five) burning (six) deck (seven)," etc., while the little girl on his left is obliged by the regulations to walk around the room, smiling sweetly on each person in turn. Kissing one's shadow on the wall three times is a very mirthful forfeit, and one in which a boy imitates the cries of the denizens of a barnyard is equally so. There are also "stunts" which

consist in running round the room backward, within a certain time, and warbling like a canary.

CONTESTS FOR YOUNG FOLKS PARTIES.

THERE is nothing like a contest to make young people easy and merry together, so I would advise you to plan for some at your next entertainments.

These contests may be purely literary or simply in the line of "stunts." For the former give each one a pad with a certain number of words written on it. The contest will be to have each one write a short story or poem containing all the words, and to give a prize to the one whose product is voted best.

PRONUNCIATION GAME.

Interesting and instructive is a pronunciation game, selecting words in common use and commonly mispronounced. The leader for this will have to post up beforehand, getting the latest authorities on pronunciation. Here is the way to play this game: Let all gather around a large table or in a circle and let the leader give out the words in turn by spelling them. Offer a prize for the one who stands up longest or makes the fewest errors. Here is a list of twenty words, given lately at a contest of this sort:

Address, adult, apparatus, acoustic, automobile, bicycle, caffein, cicatrix, clematis, cocaine, cornet, eczema, exemplary, gladiolus, obligatory, orthoepist, paresis, pro-

gramme, pyramidal, chauffeur, etc. If preferred, take geographical names in common use, such as Worcester, Syracuse, Schenectady, Athens, Coxsackie, Leicestershire, Gila, Los Angeles.

POTPOURRI OF CONTESTS.

Other contests that make plenty of fun are to see who can hold the most beans in one hand, or the most peanuts; who can count the longest without taking breath; who can pick up an orange from the floor upon a common pin and make a complete circuit of the room holding it poised and using but one hand. A rice-eating contest with chopsticks is sure to make a laugh, as also the old feat of drawing a pig with the eyes closed. Somewhat in line with this is a game suggested recently in one of the good home magazines, and called "Building a Home":

A white sheet is to be stretched across the archway between two rooms to serve as a canvas for the painter. The guests are seated in front, each being provided with one or more pictures cut from magazines or flower catalogues. Those who can draw well are given crayons. Now the company discuss in general the ideal home and its surroundings and accessories, including an automobile or horses, chickens, dog or cat. Now let one of the company sketch a house, blocking out the shrubbery, the walks and flower beds. The leader next calls for certain pictures, an auto in waiting, a saddle horse to be tied at the front gate, a cat on the porch, a hen and chickens in the back yard, the lady of the house in her hammock, and so on. As each picture is called for, the individual hold-

ing that one is blindfolded, turned around several times and told to put his picture in position. And now the fun begins, the actual disposition of the various accessories being such a far cry from the place in which they are supposed to be.

REFRESHMENTS FOR AN EVENING PARTY.

It is quite correct to have a regular supper for your evening party if you wish, though much easier to serve from a buffet. For a regular supper the menu might include bouillon in cups, followed by creamed oysters or lobster à la Newburg. The next course can be chicken croquettes, bread and butter sandwiches and peas, with a tiny pickle or olive on each plate. Follow with a fruit or nut salad; then serve ices. Or a simpler menu, chicken salad with hot wafers, stuffed olives, ice cream, cakes and coffee, will be quite sufficient.

LITERARY GEOGRAPHY.

A HOSTESS at a loss for some new way to entertain a party of clever people of mixed ages devised a new pad-and-pencil game called "Literary Geography," which was greatly enjoyed.

It took but a short time to get up and cost nothing, consisting merely of a series of questions about countries, rivers, mountains, etc., found in history, romance, fiction or legend, with the reverse left blank for answers.

An hour was allowed for a voyage of discovery to the

various parts of the known and unknown world. A book of literary pilgrimages rewarded the traveler whose list at the end of that time proved most complete.

The original questions, with their answers, were as follows:

Where is the city of Xanadu located?

In Coleridge's dream poem of "Kubla Khan."

What young woman in literature penetrated to a certain country where no human being has been before or since?

Little Alice, who went through the looking-glass into Wonderland.

What sea took its name from a king drowned in it?

The Ægean, from Ægeus, the father of Theseus, who, according to the myth, committed suicide in it.

Where was the bridge that Horatius kept with his valiant friends?

Across the Tiber, near Rome.

Where is the "Sweet Vale of Avoca," in whose bosom the bright waters meet?

It is situated in the County of Wicklow, Ireland.

What water did Leander swim to meet Hero?

The Hellespont.

What countries did Gulliver visit in his celebrated travels?

Lilliput and Brobdingnag.

The ferryman of what river has the most dismal duty on record?

Charon, who conveys the souls of the dead over the River Styx.

On what island was Apollo born, according to mythology?

On Delos, an island in the Ægean Sea.

Of what country was Cræsus, the rich man, king?

Of Lydia.

What land, the scene of a famous exile, is visited nightly by hundreds of children?

The Land of Nod (to which Cain went after the murder of Abel).

Where was the original Arcadia?

It was a pretty district in the Peloponnesus, represented as being a place of great simplicity and contentment and much celebrated by ancient poets.

What mountain caused the ruin of a German knight?

The Venusberg, where Tannhaeuser succumbed to temptation.

What country was called El Dorado (The Golden Land)?

It was a name bestowed by the Spaniards in the sixteenth century on an imaginary land, abounding in gold and gems, supposed to be situated in the interior of South America.

What is "The Eternal City?"

Rome, so called by classic poets because fabled to have been built under the favor and protection of the gods.

In what work was New York first called Gotham?

In "Salmagundi," by Washington Irving.

What lake was styled The Horicon, and by whom?

Lake George. The name is an invention of James Fenimore Cooper, the novelist.

What is The Land of Beulah?

In Bunyan's allegory, a land of rest and quiet, signifying the Christian's state of mind.

What river saved Tam o' Shanter from the witches?
"Bonnie Doon."

Of what country was Sancho Panza made Governor
by Don Quixote?

Of Barataria.

What do poets refer to as "The Spanish Main"?

To the coast along the northern part of South America
—sometimes erroneously to the Caribbean Sea itself.

Where is or was Utopia?

An imaginary island possessing perfect laws, politics,
etc., the invention of Sir Thomas More; now used as a
synonym for a state of society almost too good to be
possible.

Where is Acadia?

This was the original and is now the poetic name of
Nova Scotia.

Locate Albion, Caledonia and Cambria.

These are the ancient and now the poetical names of
England, Scotland and Wales.

In what book is the Cave of Mammon described?

In the second book of Spenser's "Faerie Queene,"
where it figures as the abode of the god of riches.

Where is the country of Cipango?

It was a fabulous island described by Marco Polo, by
some authorities supposed to coincide with Japan.

By what name did Marco Polo describe China?

As Cathay.

GAME OF CITIES.

EVERY now and then some bright person discovers a new question and answer game. These are always worth passing on.

The hostess who cannot find time to plan out a more varied and ambitious entertainment can spare the hour required to copy a set of queries on cards or on a black-board. They are just the thing for semi-impromptu affairs where far-ahead preparation is impossible, and for filling in an evening which for one reason or another threatens to hang heavily.

A new and good one recently out is called the Game of Cities. I give the queries as well as the idea for the sake of those interested. Decorate squares of cardboard with borders of your city colors, tying with narrow ribbon in the same combination. Have the questions on one side, leaving the other for the answers. To the ribbon attach little colored pencils.

CITIES.

The city of discernment? Perspicacity.

The city of the bold? Audacity.

The city of the acute? Sagacity.

The city of quarrels? Pugnacity.

The city of space? Capacity.

The plundering city? Rapacity.

The cloudy city? Opacity.

The city of the honest? Veracity.

The sprightly city? Vivacity.
The city of beggars? Mendacity.
The happy city? Felicity.
The city without powers? Incapacity.
The city of the wretched? Infelicity.
The involved city? Complicity.
The city that is more than one? Multiplicity.
The city of double dealing? Duplicity.
The slippery city? Lubricity.
The brilliant city? Electricity.
The odd city? Eccentricity.
The genuine city? Authenticity.
The springy city? Elasticity.
The rural city? Rusticity.
The advanced youthful city? Precocity.
The city of speed? Velocity.
The city of savages? Ferocity.
An outrageous city? Atrocity.
The famine-stricken city? Scarcity.
The city of the few? Paucity.

CARD PARTIES AND DANCES.

IDEAS FOR CARD PARTIES.

A TRIP TO WHISTVILLE.

A **SPLENDID** plan for an evening frolic which embraces the ever enjoyable Salmagundi idea of a progression with a different game at each table is called A Trip to Whist-

ville. From a week to ten days in advance of the entertainment each prospective guest receives a little note couched in the following form:

My Dear Miss Edgeworth:

I hope you can make one of us on a Trip to Whistville on Friday evening, the twenty-fifth. A special train leaves our house at 8:30. Trusting that nothing will interfere with the pleasure I shall have in seeing you, I remain,

Sincerely yours,

HELEN BURTON.

Arriving on the evening appointed each guest receives first of all a long yellow slip (tally-card) shaped and punched to represent a railway ticket. On one side of this are written the various stations at which the train will stop; on the reverse, nonsense rules to be observed on the journey, the object of which is to keep people amused until all are on the scene.

The stations of the route may be as follows or the individual hostess may exchange some of them for any other games preferred:

1, Fantantown; 2, Euchre Valley; 3, Heartsbury; 4, Casinoborough; 5, Pinochleton; 6, Whistville.

Of course, the first part of the name of each station indicates one of the games to be played at some table. Four travelers' tickets begin with the same station, indicating the table at which they will start, the arrangement of each four tickets being different as to order of the stations only. The two persons winning highest scores

in each round have their tickets punched opposite the name of the table from which they progress.

The prizes should take a form suggestive of travel; for example, that of miniature hand-satchels or trunks filled with candy.

The rules printed on the reverse side of the tickets are simply amusing nonsense, for which the following will afford some idea:

1. Passengers must not put their heads out of car windows while the train is in motion.
2. Stop-offs for those requiring them at each station.
3. No parlor chairs on this special train.
4. Positively no "twosing" allowed during the trip.

At the end of the progression, after the distribution of gifts, a stentorian voice from the hall calls out "Twenty minutes for refreshments!" setting everybody laughing, and giving the signal for adjourning to the dining-room.

Bowls of bouillon, big sandwiches, hot coffee, bananas, peanuts and plump railway chocolate creams are the correct refreshments for a ride to Whistville.

CARDS WITH FAVORS.

A NEW idea for the summer whist or euchre party this season is to have favors for each round instead of final prizes. Simple home-made trifles may be used for the favors to save expense when necessary. The fun of winning them at each table gives zest to the individual game.

At a successful afternoon euchre recently given the entertainer provided for the first round Japanese postcards swung on ribbon of Oriental suggestion.

The players found their places by matching their cards, which were arranged in groups of four by way of subject. Each group had a number written on it in ink, indicating the table. The blank side of the card served as tally during the progression.

Four hands were played at each table. The two ladies losing at each table remained seated. The two winning players went into the adjoining room, where favors were distributed among all those entitled to them. These favors were dainty paper fans.

In the second round pretty handkerchiefs were given to all those who won; in the third, tiny coin purses; fourth, memorandum books; fifth, pincushions in the form of flowers; sixth, single long-stemmed roses; seventh, quarter-pound boxes of candy; eighth, tissue-paper headdresses.

Where some items of such a distribution would prove too great a tax upon the pocket money of the entertainer, home-made articles should be substituted. Suggestions for such trifles are:

The familiar little sachets made from leftovers of ribbon in the shape of flowers, needlebooks, shell pincushions, cornucopias of tissue paper filled with candy, penwipers, blotters, fortunes in gilded nuts or envelopes, tissue-paper flowers or wreaths. The list can be infinitely varied.

CARDS WITH COLORS.

A NEW twist for the conventional whist, euchre or hearts progression which will give it an air of originality

is the introduction of color groups and tallies by color. The number of guests should be a multiple of four, and to each four players a certain shade or color is assigned. Four persons on entering the parlor on the festive afternoon or evening receive red tissue-paper roses, four more receive pink tissue-paper carnations, yet another four yellow chrysanthemums, etc. Each player pins on his or her flower where all may see it. The four players receiving red flowers begin the game together, other colors grouping in the same way. A table for each group may be assigned by the hostess, or it may be decorated in the appropriate colors. The progression is the same as in ordinary euchre, whist, or hearts, the colors separating by the fortunes of the game after the first round; but instead of having persons seated opposite to each other play as partners, each plays for himself when he is the only representative of his color at the table; while two players wearing the same color, if they happen to meet at one table, play as partners, combining their forces against those wearing opposing hue.

Tally is kept in a way both pretty and novel. For this, baby ribbon in the appropriate shades (or cord if necessary) is stretched across the room just above the heads of the players. Each color has a ribbon and each of the ribbons is detachable at one end, where it is attached to a tiny hook which fits into a small staple in the wall. Instead of the player who has won a trick receiving a star on his score-card this progression is represented by means of a large disk of tissue paper in the color of one's group. A small ring, such as comes ready pasted for passe-partout pictures, is attached to each colored marker, mak-

ing it easy to slip on the ribbon of one's special group. When a number of these markers have been swung upon the ribbons the effect is charming. At the end of the round the markers are counted. The four persons wearing the color which has most tallies to show upon its ribbon draw for the first prize; the four persons whose color comes next draw for the second prize, and those who have fewest markers to show, for the booby.

For a hearts party the tallies can be cut in heart shape; for a Japanese euchre or fan-tan, tiny inexpensive paper fans could be hung upon the ribbons instead of the tissue-paper markers. The idea is adaptable to various games and occasions.

A MATINÉE EUCHRE.

A NEW idea in progressive euchres is the *matinée* euchre, an afternoon affair from which men are barred. It has become especially popular among girls as a way of spending a pleasant and social afternoon without great expense or much preparation. Even a weekly *matinée* club is apt to prove somewhat of a burden and drain upon the purse of the girl who is obliged to consider the pennies. Young women who would add much to the jollity and life of such a club are often held back from joining by the thought of the ten-dollar bill to be expended in useless prizes and elaborate refreshments.

The girls of a pleasant little *matinée* club have hit upon a plan for removing this objection. Knowing that a number of the girls invited could not afford to provide expensive fancywork or silver articles as prizes, they

decided that no member should be allowed to do so. Instead, each hostess entertaining the club was asked to provide some really useful article of dress. Accordingly, one hostess secured for her trophy the goods for a thin summer gown. Another bought gloves. Another a pretty parasol. A dainty underskirt figured at one meeting, and evening gloves at a second. Dainty neckwear was also appreciated as "stakes." It was unanimously agreed that no member of the club should lay out more than two dollars for her prizes, or serve elaborate refreshments. Every member, be her finances what they might, served only ice cream and cake, with, if she desired, bonbons. For chilly days it was allowable to substitute hot chocolate and sandwiches for the cream and cake.

SOME NOVEL DANCES.

A NOVEL SHADOW DANCE.

A SHADOW DANCE makes a delightful idea for a subscription entertainment or any dance of semi-public character. Colored calcium lights are thrown on the dancers from the balcony, the color changing every few minutes. Under a pink light the company becomes rosy and fairy-like; under a green one they are transformed into specters. During the dances confetti is showered down from the balcony, and at midnight, when the dance comes to an end, occurs a shower of little objects which serve as favors. Thus, for a patriotic occasion the midnight shower is of tiny United States flags; for March 17th, of

shamrocks ; for a flower dance, artificial daisies or violets ; for a midwinter dance, wee cotton or paper "snowballs," etc.

IDEA FOR COLLEGE DANCES.

AN innovation that caused great fun at a men's college dance was a search for anagrammed names. To get it up, as many white cards as there were men and girls invited were secured, and on each was written a riddle which when correctly guessed would give the name of some man or girl present. Examples of the riddles will help to show the plan :

Sound of a trumpet? Blair (blare).

The oldest family of all? Adams.

A native of Caledonia? Scott.

The *flouriest* name? Miller.

The state of a honeymoon? Bliss.

The modest architect of the barrel? Cooper.

The name of great profits? Gaines.

The harbinger of summer? Martin.

The toiler of the forge? Smith.

Each card was perforated with ribbon and tied up somewhere around the parlors to furniture, bric-à-brac, hall railings, or elsewhere.

A man might ask a girl to dance in the usual way, but before they could dance together he must first discover her name, while she found his.

With the first strains of a ravishing waltz in one's ears, the scramble could not but become an exciting one.

Another way to arrange the frolic would be to give the

girls anagrammed cards with men's names, and the men girls' names. Those who hold each other's names, when these are riddled out, are partners for the cotillion.

A SNOW-WHITE DANCE.

A SUMMER FROLIC which is particularly cool and refreshing to the eye is a Snow-white Dance, or, as it is also called, a Shirtwaist Cotillion. This affair (which fails of its object if it becomes too formal) affords an opportunity for cool dress on the part of the men as well as the girls. Each girl is requested to come wearing a shirtwaist suit, the simpler the better, in white, of course, while the men appear in white ducks, white canvas shoes and general morning array. White is used to festoon the room, either white crêpe paper or cheese-cloth being available for the purpose. Invitations are written on white paper. Among the favors have little bags of white tissue paper tied with white ribbon, which when burst scatter white confetti upon the scene. White paper fans could be distributed among the girls and white boutonnieres among the men in another round.

On the wall have snow scenes, the frames covered with raw cotton, on which silver powder has been sprinkled. Have the claret bowl or lemonade bowl banked around with white cotton batting, sprinkled with the silver dust.

Have the supper table also in white, using white china without touch of color, or glass and silver. Place the glass candlesticks and prominent dishes in mounds of cotton batting. The centerpiece, which should be of

white flowers of some kind, is similarly arranged. Fill the candy dishes with white bonbons mixed with others wrapped in silver paper. A frosted white cake may be used instead of the flower bowl or vase for the table centerpiece.

DIGGING FOR CLAMS.

At a small informal dance which rounded up one of last summer's clambakes, a feature was introduced which might be copied for some of this season's frolics, whether or not there is question of a feast of the shell-fish.

To arrange this, collect a quantity of nice white clam-shells, which should be matched in pairs. Cut in halves some kodak views of Father Ocean, some marine picture postals or anything having the required nautical flavor. Put half a picture in each pair of clam-shells and glue the shells together. Have two large packing boxes filled with seashore sand. In these put the clam-shells, having one set of halves in one box, the other in the other. When the music begins (not before, as that would spoil the fun), the girls dig in one box, the men in the other. Those who have matching halves are partners for the first dance and may begin upon it at once without waiting for other couples. A clam-shell of pasteboard filled with candy might be given to the lady of the pair who lead away the dance.

INDIAN POW-WOW.

INVITATIONS are written with red ink on birch bark or upon an imitation of the natural bark, which can be obtained through a modern stationer.

The room should be walled with pine boughs, through which peep out great bunches of wild flowers—the wild purple asters; goldenrod, if this has appeared; black-eyed Susans and other blooms of the showier sort, which will make for color in the setting. The buckets or jars in which the stems are placed should be carefully concealed from sight in order to give the effect of flowers growing in nature.

If such a thing be borrowable for the occasion, have a birch-bark Indian canoe filled with water lilies. These are tied in the form of bunches for the girls, the men receiving single buds for boutonnières.

Favors for the different figures of the cotillion should be all of Indian suggestion. Hints for these are so many and diverse that only a few need be mentioned here. They include for the girls quill feathers, gilded or touched with war-paint; miniature birch-bark canoes, filled with bonbons or flowers; papoose pincushions, beaded belts, necklaces of beads or beadworked purses. For the men, bow and arrows, moccasins, sofa pillows of undressed leather, with Indian finish. For both sexes, Indian baskets of sweet grass.

Little sachets, or even sofa pillows of balsam pine, would also be acceptable and appropriate.

To make a centerpiece both unique and cunning for the

refreshment table, cover the base of the chandelier with pine boughs and from this depend an Indian doll in his queer rigid cradle. He hangs there as if rocked by the bleak wind of the forest in primeval days. Below could come a low bed of flowers.

Have the candies, cakes and other dainties in Indian baskets, which may, if necessary, be lined with oiled paper.

Have the ice cream molded in the form of painted warriors' heads if the molds for these can be secured. If not, serve it in tiny cases of birch bark, real or imitation.

A MYTHICAL HOP.

SOME inventive mind has devised a catchy plan for a midwinter dance in a Carnival of Myths and Fables, to which each invited person comes representing some personage whose name is greater than his historical basis, and carefully concealing his identity. William Tell will appear in company with the Sandman, the Easter Rabbit with Santa Claus, Bluebeard with a Banshee, and the Ogre with Robin Goodfellow. The gathering will be a motley one.

When every one expected is on the scene, cards are distributed and all asked to guess the different myths and fables represented, writing opposite them their fleshly names for identification. This occupies half an hour, the player naming most of the fabulous company being rewarded with a book of fabulous lore. This over, the musicians appear on the scene.

A cotillion concludes the programme, favors being glass Cinderella slippers, toy bows and arrows from Robin Hood, candy-box apples from William Tell, chocolate eggs from the Easter Rabbit, toys from Santa Claus, and funny little Jap skeletons from the various ghosts and specters.

DANCE OF CARDS.

For another successful dance the company invited consisted of fifty-three persons, the number of the card deck including a joker. Each participant was dressed to represent some card of the deck in the matter of color as well as suit. Favors were candy boxes in the form of hearts, diamonds, clubs and spades.

A CARNIVAL OF SPORTS.

A NEW and extremely pretty costume party is called a Carnival of Sports. Invitations ask the guests to come representing some particular pastime, either of the indoor or outdoor order. In some cases the nature of the sport which the guest is to personify is indicated.

The list of sports and games available for representation is a very long one. Some of the most inspiring are golf, tennis, yachting, discus-throwing, baseball, football, polo, skating, horseback exercise, croquet, sleighing and the indoor games—hearts, whist, euchre, dominos, diabolo, poker, fan-tan, to which can be added dancing and physical culture exercises.

A few illustrations of the pictured sports will show the possibilities of the idea in the way of fancy dress.

Golf—Short skirt and coat of Scotch plaid, with Scotch “bonnet” and plume. Player carries golf-stick. Or idealized costume of “faire greene,” with border formed of gold instruments, embroidered or painted. Coronet made up of tiny golf balls. Or hat composed of a ring of these and beefeater crown of white or green satin.

Tennis—Gown the color either of earth or grass court, divided off with sharp white lines into squares. The skirt covered with coarse net. Tiny racquet sewed to blouse to form a trimming.

Baseball is best typified by one of the male contingent attired in the costume of a team.

Football may be represented by the college football dress, the masquerader carrying a “pigskin,” or by the football girl with her college pennant, special flowers and other indications of the game.

For a “whip,” a tight-fitting habit and silk hat with floating veil makes an attractive and conventional costume for a woman. Or she may elect to wear a short skirt and jacket with leather headdress suggesting a bridle; to embroider her blouse with horses’ heads or decorate it with buttons of the same suggestion; to make a border of pliable leather or leather reins for skirt.

The man who adopts this sport for the evening might wear the costume of a Rough Rider, or a suit of hunter’s pink, carrying hunting horn, with fox’s brush at his belt.

Croquet is delightfully pictured by a girl in the costume of our grandmothers’ day—the flowered muslin period—with wide garden hat trimmed with roses. She carries a mallet.

Or the costume can be daintily fantastic with founda-

tion of grass-green or white, on which are painted picturesque croquet balls and mallets. The tiny mallets sold for favors are worn in the coiffure like Japanese fans.

Swimming is prettily represented by an idealized bathing dress of silk in princess style, with cap to match. Miniature life-preservers and buoys, as well as marine creatures, such as starfish and seashore shells, make up the decoration of this gown.

A skating costume which will not prove too warm for dancing is made of white cotton crêpe or other white goods painted with black spots to represent ermine. A becoming cap or headdress can be fashioned from the same material as the dress.

Again, the person assuming this sport can typify the Frost King or the Ice Spirit, according to sex. The Frost King wears a costume of Santa Claus pattern in white or gray trimmed with bands of silver braid. He wears a crown of silver paper sparkling with diamond dust and carries a silver wand. The Ice Spirit is very charming in white or pearl-colored robes, with border of jingling icicles (pendant glass beads) and a coronet formed of doll's skates.

Another pretty dress among the cold-weather frolics is that of sleighing. A brown costume is attractive for this part with trimming of white cotton batting snow, and a crown of tiny silver sleighbells; or a cap of the brown trimmed with "snow" in which a cluster of these little sleighbells are fastened.

Mountain-climbing, that most absorbing of occupations to its adventurous devotees, is suggested by a tourist's costume appropriate to the sex of the impersonator, with

Alpine stock, and edelweiss worn in the cap or pinned to coat or gown.

Or the masquerader can be the mountain itself whose perilous ascent holds such fascination. A dress of brown with tiny trees, pebbles, et cetera, sewed over its surface, and a cap of blue for the sky, with white gauze trimming for the nebulous heights.

In the way of costumes for indoor games, that of hearts is particularly inspiring. It can be adapted from the characteristic attire of the King, Queen or Knave of Hearts in the playing pack and reproduced with proper stiffness.

Or a pretty girl may elect to have hers of pink with embroidered design of arrow-pierced hearts. Again, a white gown would be charming with festoons of the hearts in pink on skirt and blouse, and silver and gold heart-shaped trophies dangling from the girdle. Heart-shaped ornaments are worn in the hair.

Dominoes afford a specially distinctive dress in black and white. Even white paper muslin, made up in Greek style, with painted border of dominoes represented as laid side by side lengthwise, has been made extremely effective as well as very cheap.

Poker wears a gown or suit dotted over with the colored chips and a coronet formed of these. He or she carries a vessel filled with gold (paper) and labeled "Jack Pot."

Fan-tan wears Chinese robes of the popular kimono pattern, having the surface covered with fans. Tiny breeze-makers are inserted in the coiffure of either male

or female impersonators, and fans with playing cards pasted on them are carried.

Dancing could be delightfully represented by a pair of partners in Roger de Coverley costume, who enter the room together and tread a stately, old-time measure.

NOVEL BARN DANCES.

AGE cannot alter, nor custom stale, the perpetual popularity of the barn dance as a social merry-making.

Like the progressive card party, while new favorites come and go, this form of frolic "goes on forever," and is always a success.

A hall can be employed when a barn is not to be had, and can be made very barnlike with autumn leaves and country produce.

Besides the boughs of scarlet and yellow foliage, there should be bales of straw and rolls of fodder corn in the corners of the room; ropes of apples and onions and chains of dried corn ears wired together to festoon the walls; pumpkins and squash lanterns as illumination. Country dress is, of course, a foregone conclusion, but in case the women forget the necessary caps and aprons, these can be sold at the door—caps, five cents; aprons, ten. Calico ties for the men guests, at five cents, can also be offered, and straw farmer hats at ten cents. The proceeds can be donated to some local charity.

THE SPOOK DANCE.

A barn dance with an element of mystery, which

renders it specially suitable for a frolic in an old barn, is a Carnival of Spirits (or, as it is also called, a Spook Hop). Invitations should be decorated with skull and crossbones, and might be worded after this model:

Dear Spirit:

We hope you can attend a Carnival of the Spirits at Mason's Barn, by the Mill Creek, on Thursday evening, from 9 to 12. R. S. V. P., and in case you join us wear spook dress and disguise.

Yours ghostily,

THE SPIRITS.

The spirit dress is a loose, flowing costume cut from old sheets, with a muslin mask. It is, perhaps, the most inexpensive fancy dress disguise ever discovered by merry revelers.

On the appointed evening arriving guests find the barn dark, save for one flickering lantern swung at the portal. The barn door is opened by a spirit, which lays one finger upon its lips and indicates the direction guests are to take in order to join the rest of the ethereal merrymakers.

The dancing hall (found by means of small pumpkin lamps strung along the corridors) is draped with white and black tissue paper. At one end of it a concealed orchestra plays faint music for the dancers.

The unmasking may take place about eleven o'clock. When masks are removed the orchestra plays aloud. At half past eleven, supper is served—usually on boards laid across trestles. These boards may be trimmed in advance with black and white crêpe paper, looped up with rosettes

of the same. Favors are tiny skeletons, death's-head candle lamps and other shivery trifles.

BURNS BARN DANCE.

When a really charming costume reel, with plenty of scope for color effect and originality, is desired, try a "Robert Burns Dance." Invitations are issued in eighteenth-century phraseology, and programmes have tiny miniatures of the poet, with different verses extracted from the poems. At least a portion of the programme will consist of the Roger de Coverley and square or country dances. The polka, schottische and other old-fashioned terpsichorean favorites should figure rather than the modern two-step and waltz. The costumes required are those of English or Scotch country folk of the eighteenth century.

Nuts, cider, cookies, apples, and, if desired, coffee or mulled wine, form the refreshments.

A HOBO DANCE.

Then there is the Hobo Dance (or Tramps' Carnival), where the required costume is simply the most ragged and weather-beaten costume appropriate to his or her sex that the guest can put hands on. The corridor is laid with strips of wood, representing railroad ties, which the tatterdemalion crowd must walk to reach the dancing-hall. Weary Walker and Wandering Willie find feminine counterparts among the women, all wearing patched frocks, old shoes and ragged millinery. Refreshments are served in tin pails.

A NORTH POLE DANCE.

A hostess with little to spend, took the twentieth century achievement of discovering the North Pole as the motif for her dance, with exceptionally pretty results. Invitations were written on frosted holiday cards, and all the girls among the guests were asked to come wearing white. The floor was covered with lightly drawn paper muslin (shiny and white) which supplied the slipperiness necessary for dancing. Window sills, picture frames, bookcases, etc. were hidden under a snowy layer of raw cotton. Several green pine trees were ranged around the walls and hung with glass icicles and tufts of snow.

The favors were all of white and were chiefly of home manufacture. Hats and boas made of raw cotton stitched on calico were pretty, worn during the dance, and cost nothing. Wands painted white surmounted by tufts of shaved white tissue paper were also effective. Among the shop-bought novelties were snowballs filled with bonbons and tiny snowshoes, found among the Indian goods. A pretty fancy was having these favors in the form of a huge snowdrift. That is to say, each dainty article was wrapped in an abundance of tissue paper, and all, when so wrapped, were piled high upon a table for distribution. A little snow shovel was passed from hand to hand, which each guest used to dig out a bundle.

Just before the guests adjourned for refreshment a heavy shower of confetti snow fell through the room.

The refreshment table was, of course, perfectly white, sprinkled with silver powder. The side dishes contained

white candies, green olives, peeled radishes and celery. The centerpiece was a miniature North Pole constructed of blocks of ice of various sizes heaped up in a pan with a low rim. The pan was concealed in a bank of the raw cotton snow. A doll enveloped in fur-cloth to the eyes surmounted the icy blocks and represented the daring explorer.

The clam broth was served with tufts of unsweetened whipped cream, very snowy in suggestion, and the steamed fowl came to table smothered in cream sauce. The salad consisted of little snowballs of cream cheese, with walnut meats rolled in them, served on white lettuce hearts. For dessert the confectioner furnished little snowmen of almond ice cream.

In places where novelties cannot be obtained (snow) balls of the white cream can be substituted and served with cakes frosted with fresh cocoanut.

A DICKENS DANCE

The very spirit of the joyous winter season and of the Yule the author loved so well, flavored a picturesque "Dickens Dance" given one January. Mine host being of the requisite height and other physical characteristics, impersonated Charles Dickens; his wife became Little Nell. Every arrival, after the hospitable doors were thrown open, brought some old favorite to be greeted in character by those already assembled. In the dance, David Copperfield led out the Marchioness, and Ham Peggotty the Infant Phenomenon, while Captain Cuttle's name was written down opposite three of Esther Summerson's waltzes.

Old-fashioned square dances of a generation ago replaced the usual cotillion. The supper table, revealed later on, was trimmed in quaint, old-time fashion. The centerpiece consisted of an epergne with four tiers for holding fruit, nuts, raisins and old-fashioned motto candies wrapped in gilt paper. At either end of the table stood a vase holding a stiff, cone-shaped bouquet, with its frill of goffered paper. The menu included various dainties from the land of Dickens, toasted English muffins, and crumpets, bath buns, buttered toast, tea cake and hot meat pies.

BANQUETS AND "BITES."

WHAT TO SERVE FOR REFRESHMENTS.

THE simple one or two course refreshment to be served after a card party, musicale, dance, or other evening gathering frequently presents a greater difficulty to the hostess than the menu for a formal luncheon or dinner. The fact that she is limited to one or two courses makes the principal dish harder to decide upon, and a palatable combination less easy to work out. The following suggestions, varied to suit both season and individual pocket-book, are offered in the hope that they may afford ideas to the hostess who finds an entertainment impending without having a bill of fare outlined:

I.

1. Tomato bouillon. Fried croutons. 2. Creamed

chicken with peas in paper cases. Lettuce-mayonnaise sandwiches. Coffee. 3. Stuffed dates.

The bouillon is clear beef soup flavored and colored with strained tomato juice. The croutons are tiny cubes of bread browned delicately in boiling olive oil. The creamed chicken is surrounded in the paper cases with green peas, which will be found daintily decorative. The stuffed dates are a simple but delicious sweet made by slitting the fruit, removing the pit, inserting a quarter of an English walnut meat, then carefully drawing together to conceal the opening.

II.

1. Sweetbreads and mushrooms in individual ramekins. Hot biscuits or buttered muffins. 2. Fruit salad, served in orange baskets. Sponge cake. Cocoa with whipped cream. 3. Salted almonds.

Each little ramekin dish is presented on a small plate, luncheon size, with a doily between. Failing linen doilies, the cleanly little substitutes of lace paper can be employed.

III.

1. Club sandwiches. Coffee. 2. Turkish delight.

A well-made club sandwich forms an appetizing refreshment, combining both cold meat and salad, which no guest will cavil at. Cold boiled tongue or ham, sliced thin, can be substituted for the bacon, for a change.

Turkish delight, or fig paste, is a popular sweetmeat just now, and, contrary to the prevailing idea, is not difficult to make at home. Following is the recipe:

Wash, soak and chop fine a pound of figs. Boil in hot water till very soft. Remove from the fire, drain, return the water to the fire and boil down until but half a pint of the liquid is left. Put the pulp through a sieve, strain and stir into the boiling liquid. Add three pounds of granulated sugar; simmer at the side of the range till you have a thick paste. Line broad shallow pans with paraffine paper and pour the paste into these. As it cools, cut into squares, and when it has cooled, sprinkle with pulverized sugar. A drop or so of vegetable colorings may be used to produce different tints.

IV.

1. Clam bouillon in cups, with whipped cream. Hot crackers. 2. Stuffed eggs. Rye-bread-and-butter sandwiches. 3. Grapefruit and grapes, with sherry. Cake.

The clam bouillon may be self-flavored, or it can be combined with oyster stock, following the recipe given in modern cook books. The rye-bread sandwiches are merely appetizing little oblongs cut from a rye loaf, buttered and pressed together sandwichwise. For the salad, combine the pulp of grapefruit with Malaga or California grapes, the latter cut in half and seeded. Serve in tall glasses dressed with powdered sugar and sherry. Lady-fingers or sweet crackers make a nice accompaniment, but this addition is not necessary.

V.

1. Chicken gumbo with rice, Bread sticks, 2. Creamed

dried beef in the chafing dish. Ginger ale. Hot rolls. 3. Pineapple water ice. Glacé fruits.

Serve the chicken soup in cups, each cup standing upon a luncheon plate, with doily under it.

Recipes for glacé fruits will be found in any complete cook book.

IMPROMPTU.

VI.

1. Sardines (hot). Graham bread sandwiches. Cocoa.

For an impromptu spread, the ubiquitous sardines can be offered hot instead of cold, which will be found an acceptable change. Pour the oil from the box into the frying pan, and when hot, lay the fish in it, browning them slightly. Place each portion separately on a slice of hot, dry toast. Squeeze a little lemon juice over them, add a dash of paprika, and, if you care for it, just a little grated Parmesan. Some entertainers grill the little fish on a broiler, browning each in the oil it has soaked up, while the same thing is also done in the chafing dish.

The sandwiches passed with this can be merely bread and butter, or they can have a filling of cream cheese if this is at hand, lightened with stiffly beaten whipped cream.

VII.

1. Beef broth. Salted crackers. 2. Halibut or salmon baked in individual casseroles. Muffins. Coffee. 3. Raspberryade. Angel-food. Nut fudge.

Fish makes a pleasant change in the refreshment menu

from time to time, and is especially tasty when creamed and heated in individual casseroles.

IMPROMPTU.

VIII.

1. Creamed eggs (chafing dish). Water crackers. 2. Asparagus salad. Whole-wheat fingers. Coffee.

The impromptu refreshment cannot be accurately outlined, as it will depend upon what the larder yields at the moment. Eggs, butter and milk are usually to be found in the house, and from these the chafing-dish dainty is easily evolved. The careful housekeeper, too, usually keeps on hand some tinned good thing, as asparagus, from which a quick salad is easily prepared.

IX.

1. Cold chicken. Cold tongue. Toasted English muffins. Currant jelly. 2. Frozen fruit. Maple layer cake. Wintergreen and peppermint cream drops.

This menu has old-fashioned elements, but is "choicely good" nevertheless. Recipes for the maple layer cake are too easily accessible in cooking manuals to require insertion here.

A SWEDISH LUNCHEON.

For a Swedish luncheon, decorate the rooms with red, blue and yellow flags, and trim the chandelier with ribbon

and flowers. Everything is placed on the table at once for a Swedish luncheon, and guests are expected to help themselves in informal fashion. There may be roast goose, salted fish, various kinds of breads and cheese, cakes and coffee.

JEULEKAGE.

This is a time-honored holiday cake among all Scandinavians, and will appear at most of their functions. Melt three ounces of butter, keeping back the salt. Stir well with two tablespoonfuls of sugar, add three whole eggs. Add to a pint of milk one tablespoonful yeast dissolved in a little of the milk, a pound and a half of flour, a half pound of seeded raisins, a little ground cardamom seed (about eight of the seeds), and citron to taste. Stir with a wooden spoon until too thick to stir, then knead it until it does not stick to the dish. Put in a warm place to rise. When light make in the shape of a round loaf of bread, sprinkle with sugar, let it rise again, then bake about an hour in a hot oven.

FATTIGMANDS-BAKKELSE.

This is another approved Scandinavian cake, known often by its Danish name "Kleiner." Knead one pound of flour on the pastry board with five eggs, then add one-half pound sugar, one teaspoonful cinnamon and a little grated rind of lemon. Next add two tablespoonfuls cream, or just enough to make the dough stick together without sticking to the rolling-pin. Both rolling-pin and board should be dusted with flour before beginning the rolling.

Have ready two pounds beef suet, melted and strained, drop in the kleiner, and as soon as nice and brown on both sides—and it will take but a moment if the fat is at the right temperature—take out with a fork, and lay on a large sheet of brown paper to absorb any superfluous fat.

ANOTHER GOOD RECIPE FOR KLEINER.

Beat the yolks of six eggs and two whole eggs with one-quarter pound sugar, brown or white. Stir well, then add two tablespoonfuls cream, one ounce of butter, which has been freed from salt, and as much of a pound of flour as is needed to keep the dough from sticking to your hands. The less flour used the better the cakes will be. If difficult to roll out, a half cup of water may be added to the dough. Roll out thin as a knife blade, cut into diamond shapes and cut a cross in the center, then fry in boiling fat. This quantity will make about one hundred cakes.

A STAG DINNER.

IN the center of the round table was placed a large cut-glass tobacco jar filled with loose tobacco. On top of this perched a bisque doll dressed like a ballet dancer, with spreading skirts. About the jar was a circle of small playing cards, and from these ran a row of the cards to each plate, forming a wheel. Corncob pipes were stacked at opposite places on the table, and at each cover were tiny beer steins and little sample bottles of wines as souvenirs.

The menu was a most substantial one—bouillon, thick

sirloin steak with French fried potatoes, string beans, a green salad with Camembert cheese and wafers, frozen fruit pudding and black coffee.

A DINNER FOR A GIRL'S EIGHTEENTH BIRTHDAY.

PALE PINK is the débutante's color, and pale pink let the birthday decorations be. Roses are the ideal flower, but if too expensive pink azaleas may be used; some in pots for the newel-post, tops of the low bookcases or window seats, and some of the blossoms arranged to form a huge swastika for the center of the table, symbolizing the good fortune it is hoped will attend the young girl through a long and happy life.

If you will take the design to any tinsmith he will make you a tin form that will hold water. Otherwise you can make a frame of wire or pasteboard, fill with damp moss, then fasten in the flowers with tiny hairpins.

The florist will make one for you if you suggest the idea.

From the centerpiece let sprays of smilax, or other greens, extend, star-fashion, toward the plates. Have pink rose shades for candles, and let bonbons and relishes carry out the same idea. Of course, there must be a birthday cake, with ornamental frosting and candles to count the years. These may be held in place by the little pink rosebud holders, or they may be imbedded in a marshmallow bonbon. The spongelike sweet receives and closes round the candle, giving a pretty effect of minia-

ture white candlesticks, while the white thickness of the marshmallow adds decoration to the cake. The candles themselves should be pink.

The menu for the dinner, when served in courses, might be grapefruit, with a maraschino cherry in the center of each half, or anchovy or caviare canapes for the first course. The relishes could be radishes cut to simulate roses, olives stuffed with pimientos and pink mints. The fish course could be lobster or salmon timbales or scallops. The soup, tomato bisque.

Follow with a crown roast of lamb, prettily decorated with cranberries and parsley, and serve with peas and potato balls, or roast capon with cranberries, sweet potatoes and corn fritters. Next comes a green salad with pink anchovy biscuit and a fancy cheese. Then ices in flower shape, with fancy cakes of a pretty pink jelly with a rose imbedded in it. If the latter, serve with whipped cream. Last comes the coffee. When the finger bowls are brought in, have the water scented with rose. For these you may have rose-leaves floating on the surface, or buy as many of the little Japanese magic flowers as you have bowls passed, and let the guests have the pleasure of seeing these open on the water. These are inexpensive—two or three cents per package of a half-dozen flowers that blossom while you wait. You can get them at any Japanese store, and to most people they are a great novelty. If the birthday gifts are presented at the table, a pretty idea is to have them all symbolic of the birth month, or suggesting good wishes.

If there is to be a bit of jewelry, it should contain the birth-stone of the month. There are also various

pretty good-luck charms in the shape of four-leaf clovers encased in crystal, with gold mountings, gold wishbones and horseshoes. Much cheaper are the pretty silver swastika spoons, pins and charms.

DAINTY LUNCHEONS TO BE SERVED AFTER CARD GAMES.

IF bouillon is served it should be put in cups with saucers. Either saucers or small service plates are almost essential. Here are three menus that are timely and easy to prepare :

Oyster Cocktail in Grapefruit.
Creamed Chicken with Tiny Hot Rolls.

Fruit Jelly with Whipped Cream.

Coffee.

Or

Clam Bouillon with Whipped Cream.
Pressed Chicken with Bread-and-butter Sandwiches.
Orange Jelly in Orange Baskets. Wafers.

Russian Tea.

Or

Bisque of Tomato with Warm Rolls.
Oyster Patties, Olives and Salted Nuts.

Fruit Ice Cream.

Frothed Chocolate.

FROTHED CHOCOLATE.

To make frothed chocolate for ten or a dozen guests, beat two quarts milk in a double boiler, so that there will be no danger of its scorching. Cook in a saucepan, four squares chocolate, with four tablespoonfuls sugar, four tablespoonfuls hot water or milk, and a saltspoonful salt. When smooth and shiny add the hot milk gradually, stir-

ring all the time. Then whip lightly with an egg-beater and flavor with cinnamon, or a teaspoonful vanilla, or a little of each: Have ready a pint of whipped cream, put a tablespoonful in the bottom of each cup, pour the hot chocolate over it and serve very hot.

FRUIT ICE CREAM.

To make two quarts you will need six cupfuls of milk, two cupfuls of cream, two large yellow eggs, four full tablespoonfuls of flour, two cupfuls of sugar, two level tablespoonfuls of gelatine (if you wish to mold it), one pound of English walnuts, in the shell, and a half-pound of figs.

Soak the gelatine in a little of the cold milk, saving five teaspoonfuls more to mix with the sugar, flour and egg. Heat the rest of the milk to near the boiling point, then stir in gradually the flour, sugar, etc., dissolved in the cold milk and soaked gelatine, and stir until it is dissolved. Put in a tablespoonful of vanilla and the cream. Chill, then freeze. After freezing, and before packing, add the chopped figs and nuts, and beat well with a wooden spoon. Pack. If in emptying from the mold it sticks, wrap a towel wrung out of boiling water around it for a moment, to loosen. Then if it looks creamy on the outside, set on the ice a moment longer to harden.

OYSTER PATTIES.

Put four dozen oysters into a saucepan with their liquor. Let them just come to a scald, then take up and

keep hot while you prepare the sauce. For this put four tablespoonfuls butter in a saucepan with two tablespoonfuls flour. When melted add a little mace, cayenne and salt to season, with six tablespoonfuls cream. Cook until thickened, then pour in the strained liquor from the oysters, boil a moment or two, add the oysters, and cook a minute longer. Have ready some patty shells that have been reheated, fill with the oysters and liquor, re-cover and serve. The patty shells are made by lining small patty pans with thin puff paste, filling with rice to keep them in shape, covering the top with more paste and baking in a brisk oven. When ready to fill, empty out the rice.

OYSTER COCKTAIL IN GRAPEFRUIT.

Cut the fruit in halves, removing seeds and core with connecting membrane. Use a pointed pair of scissors to cut out core and membrane. Loosen the pulp all around with a silver fruit knife, and then put into the center of each half fruit five tiny Blue Point oysters that have been chilled. Cover with a dressing made as follows:

For a dozen plates, mix together six tablespoonfuls each vinegar, grated horseradish and tomato catsup; add twelve teaspoonfuls lemon juice and a half teaspoonful tabasco sauce, mix well, chill and pour over the oysters.

DAINTY REFRESHMENTS FOR AN "AT HOME."

SPECIALLY dainty and artistically arranged were the refreshments served recently at a fashionable but "homey"

"At Home." It was in one of the new apartment houses, but the dining-room being at the far end of the long hall, refreshments were served in the little library off the drawing-room. The library table, protected top and lower shelf with renaissance scarfs and twined with smilax about the rim and down the legs, held in its center the big cut-glass bowl of punch. This had a smaller wreath of smilax about its base, but the rim was encircled with small clusters of white grapes arranged to hang carelessly half outside and half in the bowl. A vase of American Beauty roses, plates of nut-and-mayonnaise and cheese-and-mayonnaise sandwiches, a loaf of home-made chocolate cake on a silver plate, low glass dishes of bonbons, each in its fluted paper case, and other plates of delicate chocolate and nut wafers, occupied the top of the table. The under shelf held the reserve of plates, punch glasses and napkins. The wheeled tea table on the other side of the room was also wreathed with smilax, handle, wheels and all. On this was the coffee service and plates of salted English walnuts and olives.

POMELO PUNCH.

The punch, which was especially delicious, was made after this formula: To one quart orange juice and pulp add the juice of a half dozen lemons and the juice and pulp of a half dozen grapefruit. Add to this one grated fresh pineapple, and pour over the whole a hot syrup made by boiling together two pounds sugar and three quarts water until of the consistency of honey. Let stand three hours, then pour into the punch bowl with a half

gallon ice water and shaved ice, a pint maraschino cherries and a pint seeded and sliced Malaga grapes.

NUT KISSES.

Nut kisses, especially popular for afternoon teas, are made as follows: Put through a meat chopper one-half cup pecans, a dozen English walnuts and two dozen blanched almonds. Beat the whites of six eggs to a stiff broth, using a wire whip and not the Dover beater for this purpose, then fold in gradually three-quarters of a pound of powdered sugar and the nuts. Drop by teaspoonfuls on a waxed paper laid in a dripping pan, and bake in a moderate oven.

A CHOCOLATE DRINKING.

A CHOCOLATE DRINKING is distinctly a woman's function, frequently taking the place of afternoon tea. The refreshments all have chocolate in some form. There is hot chocolate with whipped cream to drink, chocolate ice cream, chocolate cakes with white frosting, or white cakes with chocolate frosting, and chocolate bonbons. As chocolate is apt to become cloying when no other flavor is employed, the sandwiches are preferably of plain bread and butter, while olives, stuffed or plain, and salted nuts fit in well with the chocolate scheme.

VIENNA CHOCOLATE.

Put into a double boiler, one or one and a half scant quarts milk, and heat nearly to the boiling point. Cut four

ounces chocolate in fine bits and put into a small granite-ware or iron saucepan with a level saltspoonful salt, two tablespoonfuls sugar and two tablespoonfuls hot water. Cook until smooth and shiny, and do not be afraid of cooking too long. Now whisk into the hot milk, beating lightly with a Dover egg-beater. Flavor with vanilla or cinnamon and serve at once, putting a tablespoonful whipped cream into each cup and filling up with the chocolate. Cooking the chocolate in this way prevents it from settling in the cups, and does away with the greasy taste that many object to.

CHOCOLATE COOKIES.

Beat to a cream a half cup butter measured generously. Add gradually, beating thoroughly, one cup sugar, a teaspoonful cinnamon, saltspoonful salt, and two ounces of chocolate melted. Add one well-beaten egg and a half teaspoonful soda dissolved in two teaspoonfuls milk, with flour to enable you to roll the dough thin. It will take about two and a half cups, but put in no more than absolutely necessary. Cut in circles and bake in a quick oven. As fast as baked take from the pan, rolling each cooky on the molding board to make its edges even and perfect.

COCOA BISCUIT.

Sift together one pint of flour that has once been sifted, three level teaspoonfuls baking powder, two level teaspoonfuls sugar, a saltspoonful salt and four scant tablespoonfuls butter, then stir in enough milk to make a firm

but not stiff dough. Toss out on a lightly floured board, roll out the desired thickness, cut into tiny circles (a canister top an inch in diameter is a good cutter), place close together in a pan and bake in a very hot oven ten or fifteen minutes. Serve hot.

CHOCOLATE PETIT FOURS.

Make a light, plain sponge cake, using two eggs, one cup of sugar, a cup and a quarter of flour, a gill of cold water, a tablespoonful lemon juice, a teaspoonful baking powder, and an ounce grated chocolate. Beat three minutes, then pour the batter in two pans and bake in a moderate oven about twenty minutes. When done, lift one sheet from the pan and spread with a half glass of jelly, any kind preferred, then press the other sheet over it. When cold, cut into diamonds, squares or triangles, ice with a plain white icing or a chocolate glacé, using a wooden toothpick to dip the pieces in the glacé, afterwards removing the toothpick.

DINNERS IN FOREIGN STYLE.

A CLUB of young married people entertained each other alternate weeks with home dinners carried out in the style of different nations, and extremely pleasant and successful functions they were.

One evening they had a Mexican party. The decorations of the room where the card-playing went on were in Mexican colors, red, white and green. Prizes and souvenirs were quaint bits of Mexican pottery, miniature

sombreros, belts and hatbands of cut leather, and the "eagle" pins for which the Mexicans are famous. The eatables at this party were "hot" things highly peppered and spiced in Mexican style. Oyster cocktails headed the menu, served with crackers spread with melted cheese and cayenne pepper. Tamales, accompanied by frigoles, the brown Mexican beans cooked in butter, followed, after which came chocolate and small round cakes frosted with chocolate. The Mexican chocolate is sweet and rich, flavored with a combination of vanilla bean and cinnamon.

On the German evening, long pipes were provided for the men to smoke in a little room set aside for this purpose. The decorations of smoking-room and parlors were the national colors, red, white and black; the refreshments served were rye bread, frankfurters, sauerkraut, coffee and coffee cake, and the prizes little German flags, miniature steins and the quaint silver-mounted corks representing King Gambrinus and the cask. The cards used were also German.

The Chinese evening was especially characteristic. The yellow flag, on which the Chinese dragon disported himself, fluttered amid a multiplicity of Chinese lanterns. The edibles consisted of chop suey composed of chicken, mushrooms and rice; rice cooked so that each kernel was perfect, and served with scall, a Chinese sauce like our Worcestershire; lychee nuts, with their sweet and pervasive odor, much like sandalwood; kumquat and ginger preserves, and dragon's-beard tea *ad libitum*. The latter was poured by a young lady in Chinese costume, who served the beverage to players on demand, in dainty Chinese cups, from a dragon-decorated tea-pot. Chop-

sticks, coins, little dragons in pottery and paper, and Chinese water plants in flower were served as souvenirs.

At the Russian party the samovar was, of course, in evidence, while various Russian delicacies, including caviare and "Bliny" cakes, were served to the guests. Favors here consisted of the pretty Russian wooden bowls, embroideries and pins.

The Japanese evening was especially easy to prepare, because of familiarity with costumes and manners. The decorations were chrysanthemums, alternating with the national colors. The waiters wore the "Geisha," and selections from "The Geisha" were rendered during the evening. Japanese curios in lacquer, bronze and teak-wood furnished the favors.

The Turkish, Roumanian, Persian, Irish, Scotch and American evenings were all observed in characteristic style.

Needed information was obtained by consulting books of travel relating to the special country under consideration, or interviewing returned travelers.

SUPPERS IN CHAFING DISH.

IF either of the following menus should be selected for an after-theater lunch, the cost of all for four persons will not exceed two dollars:

No. 1.
Creamed Tongue.
Sweet Potato Saute.
Bread-and-butter Sandwiches.
Cream Cheese. Bar-le-duc.
Wafers.
Vienna Chocolate.

No. 2.

Oyster Rarebit.

Celery Hearts and Lettuce with French Dressing.

Macaroon Custard.

Fig Cake.

CREAMED TONGUE (CALVES').

This is a new dish, and while tasting much like sweet-breads, is even more delicate. The tongue used is calves', and it may be prepared the day before using. Boil in salted water until tender, then cool in the water in which it was cooked. Peel and trim off all the rough pieces about the root, then slice in small pieces. When ready to cream in the chafing dish, put into the blazer two tablespoonfuls butter and three level tablespoonfuls flour. When bubbly and blended, add a cup and a half milk or cream, half a teaspoonful salt, a dash of cayenne, a grating of nutmeg and a tablespoonful minced parsley. Stir until smooth and creamy, add two cupfuls of the sliced tongue, stir until heated thoroughly, then take up on a hot dish and set over the hot-water pan while you prepare the potatoes.

SWEET POTATO SAUTE.

Have one pint sweet potatoes cut in slices. Put into the blazer two tablespoonfuls butter, and as soon as hot lay in the potatoes. Sprinkle two tablespoonfuls of sugar over the top of the potatoes, and on top of the sugar pour lightly two tablespoonfuls vinegar. Cook until brown. This twice cooking of the potatoes makes them delightfully rich, yet digestible. Serve on hot plates with the creamed tongue.

VIENNA CHOCOLATE.

While the first course and the bar-le-duc and cream cheese are being eaten the Vienna chocolate may be prepared ready to close the repast. Heat a quart of milk to the boiling point. Put into the blazer four ounces chocolate, cut in small bits, two tablespoonfuls sugar, and three tablespoonfuls hot water. Cook over the flame until smooth and shiny. Add the hot milk and a half teaspoonful vanilla, with a little cinnamon, if you like the combination, then whisk with a muddler or egg-beater. Put into each cup a spoonful whipped cream and pour the hot chocolate over it.

OYSTER RAREBIT.

Put into the chafing dish one-half pint of oysters, with their own liquor, and cook a moment or two until their edges begin to cockle. Turn into a hot bowl. Put into the blazer one tablespoonful of butter, half a pound of cheese, finely crumbled or grated, and one saltspoonful each of salt, paprika and mustard. Beat two eggs lightly, add the oyster liquor, which has been strained, and when the cheese is melted pour in gradually, stirring all the time. Add the oysters, and as soon as hot turn over hot toast or crisped crackers.

MACAROON CUSTARD.

Have in readiness nine or ten macaroons that have been soaked in a quarter cup of sherry. Add to the soaked

macaroons the yolks of two eggs, beaten lightly, a cup and a half of milk, two tablespoonfuls sugar, and one tablespoonful each macaroon and bread crumbs. Butter the blazer slightly, turn in the custard, set over the hot-water pan, cover and cook from twenty to thirty minutes. When about half done, whip the whites of the two eggs stiff, with two tablespoonfuls sugar and two teaspoonfuls lemon juice, and pile lightly on top of the custard. Recover and finish the cooking.

NOVEL WAYS TO SERVE REFRESHMENTS.

A COBWEB SUPPER proved great fun in the hands of a party of lively young people. Guests were ushered into the dining-room a half hour earlier than usual, only to find the pretty flower-trimmed table wholly bare of edibles. From it, however, radiated a number of colored ribbons in narrow width, which led away in all directions, as in the familiar spider game. Some ribbons led around to other rooms, some to the hall, stairs, etc. Each guest took one ribbon, detaching it from the table and following it with the hope of finding some contribution to the feast. One player discovered an ice cream freezer loaded with cold deliciousness, another a dish of chicken salad, another a basket filled with sandwiches, and so on, completing a menu. No part of any dish could be enjoyed, by the rule of the frolic, until the last dainty had been located, and those who had been early fortunate added to the hilarity of the occasion by jibes and goading addressed to slower cobwebbers. When the last viand had

been ferreted out, the company gathered around the table with well-stimulated appetites. The ribbons used in this search are twisted, interwoven and tied into knots as in the cobweb game.

For a juvenile party on a rather large scale the supper plan tried was progressive refreshments. Where several rooms are at disposal this plan is not only novel, but makes a pretty showing. First in the progression came the Fruit Tree, which, contrary to all laws of botany, bore all kinds of fruits, apples, oranges, bananas and grapes at once. The guest made use of a tiny pair of scissors to clip the piece which appealed most strongly to him, and passed on. A little further the youngster encountered the Candy Mine. This was on the order of the Klondike game, where presents are dug out of a big box of sand with a toy spade. Instead of presents, in this case, caramels wrapped in gilt and silver paper, to represent nuggets, were buried in the sand. Each child had three digs, and was entitled to any sweets brought up amid the sand on the shovel. If the first three digs brought nothing he was allowed to try again.

A little further on was the Sandwich Vine. This creeper was a member of the wistaria family, obtained among the crêpe paper goods in a store. Sandwiches of several different kinds, done up in tissue-paper napkins, hung from the vine, and a grown person was in attendance to clip them as required. The fillings of the sandwiches were determinable by the color of their coverings.

Liquid refreshments were furnished by a Lemonade Well—a large tin bucket surrounded by a mound of rocks

and ferns. Paper drinking cups, renewed for each guest, were found in readiness at this unusual well-spring.

At a country supper, where very little in the way of preparation or expenditure was possible, a paper bag refreshment was enjoyed both gustatorily and in the way of mirth. A number of strong paper bags of varying sizes, striped or otherwise colored, or plain, were secured, and into each was packed a cold refreshment. Each bag contained about the same quantity, but the varieties differed in every case.

Thus, in one bag the sandwiches were of tongue, in another ham, in another chicken; in one bag the fruit was an apple, in another an orange or a banana; in one was a slice of sponge cake, in another gingerbread, another cookies, and so forth. While the games were being brought to a conclusion in one room, a cord was stretched across the adjacent square hall, and to this the bags, securely fastened at the top, were tied with ribbon. "Supper," announced the hostess, ushering her guests into the hall. Here each player was blindfolded in turn, given a pair of scissors and sent to clip down a bag. When all had clipped, the good things in the bags were enjoyed by the clippers.

For an adult entertainment of any kind, peddler refreshments are great fun. They require less time to get up than the set table which frequently concludes the evening gathering. Four persons costumed as street peddlers enter the room unannounced, and each furnishes a portion of some edible at the request of any guest. Thus the hokey-pokey man or woman, from a small stand, fills little cones of sweet pastry with ice cream, coming pre-

pared with several cones for each person. Fruit is vended from a bona-fide push-cart hired for the occasion. A woman costumed as an Italian could dispense (shelled) peanuts or chestnuts in paper bags, and a male cook in white cap and apron offers sandwiches with various fillings from a tray strapped from his shoulders. A noisy vender of lemonade behind a small table would help out the illusion.

Another party-giver living in an apartment, with whom hot refreshments or a table large enough to seat the company were impossible, served what she called a kid-glove supper, which is one excellent way out of such a difficulty. Each guest, when the psychological hour for it arrived, was given a small new pasteboard box tied with narrow ribbon. On the lids were sketches of kid gloves with the legend, "Fingers were made before forks," surrounding them. Removing the lid, guests found folded paper napkins below which were carefully tucked in various edibles which could be neatly lifted with the fingers unaided by fork or spoon. There were sandwiches of very small size, easily manipulated, with soft filling; bananas with part of the skin rolled back ready to be taken hold of; cakes which would not soil the most delicate gloves; bonbons, shelled peanuts done up in colored paper, olives and tiny pickles impaled on toothpicks.

A SCOTCH TEA.

At a Scotch tea the decorations were of pine and holly, while white heather and primroses were made into bou-

tonnières for each of the guests. In the dining-room was a big placard artistically scrawled in black and white, "We'll take a cup o' kindness here." This was conspicuously framed in pine.

At the tea table a dear old Scotch lady dispensed tea from a silver tea-pot nestling in a cozy, while the waitresses were young girls in Scottish costume. The tea service was in the quaint Scotch ware, with such inscriptions as "Straight frae the coo," "Help yoursel' to the sugar," "There's mair in the kitchen," and the like. Little parritch bowls and jugs of the same brown ware were given each guest as souvenirs. A Scottish piper in costume added to the enjoyment of the occasion.

As shortbread is one of the special Scotch delicacies, directions for its making follow :

SCOTCH SHORTBREAD.

Put a scant two pounds butter in a basin, warm by setting the saucepan in hot water, then beat to a cream with a wooden spoon. Add slowly, twenty ounces sifted, crushed loaf sugar, stirring well to obtain a white appearance. Add a little lemon peel cut fine, a spoonful or two of milk, and stir in flour to make a short paste, taking care not to have it too stiff. Divide into pieces (this quantity will make about sixteen) and work out each piece with the hand into flat, round cakes about a quarter inch in thickness and as nearly as possible the same size. Pinch the edges all around with the finger and thumb; cut a small round out of the center, sprinkle a few caraway comfits on top, and bake on flat tins, covered with paper,

from three-quarters of an hour to an hour. They should be a pale golden color when done. The pieces will need to be parted again with a knife, as they join in the baking. Some cooks dredge them with sugar before baking, and in about twenty minutes dredge again, then finish the baking.

SCOTCH GINGERBREAD.

Sift into a basin a pound and a quarter of flour. Add a half teaspoonful salt, one teaspoonful each allspice and cloves, two teaspoonfuls ginger, half a grated nutmeg, quarter of a pound seeded raisins, four ounces almonds blanched and chopped, and one teaspoonful baking soda. Melt together in a pan half a pound butter and the same amount brown sugar, add two cups molasses and a cup and a half milk, scald and cool. Then add to the dry ingredients three well-beaten eggs. Mix thoroughly and pour into well-greased, paper-lined tins and bake in a very moderate oven for an hour and a half.

SCOTCH CAKES.

The ingredients called for here are one pound each butter and sugar, one and one-eighth pounds flour, one level dessertspoonful caraway seed, one tablespoonful ice water and candied caraway seed to sprinkle on top of the cakes. Have the butter, the mixing bowl and hands as cold as possible. Cut the butter in small pieces and work into the flour quickly and thoroughly. Add sugar and mix lightly. Sprinkle in the caraway seed, mix through, then add one tablespoonful ice water. Make the dough

into a ball, flour the molding board, lay the dough on it and roll out quickly. Beat level with the rolling-pin. Fold the ends over and beat again. Do this three times, the last time rolling out in shape to fit the pan in which it is to be baked; preferably this should be a shallow sheet-iron pan. Line with paper. Put the dough in to about three-quarters of an inch in thickness, spread smooth with a knife and bake twenty minutes in a steady oven. When done it should be an even light brown on top and a darker brown on the bottom. If it shows signs of browning too quickly protect with paper. Cut in squares when first taken from the oven, and when cold pack in tin boxes.

AFTER-THEATER "BITES."

Something hot and something "tasty,"
Something wholesome, something hasty.

THE oyster is always a trump card for these revels. It may be served in the familiar stew, may be creamed with celery, fricasseed or served à la Chamberlain.

OYSTER SANDWICHES.

Cook small oysters in a little butter until their edges curl, then stir into a stiff mayonnaise which has a bit of finely chopped red pepper mixed with it. Spread between thin slices of buttered bread.

CREAMED OYSTERS WITH CELERY.

Put three tablespoonfuls of butter into a saucepan, and as soon as it is hot add one cup of celery, cut in small

pieces. Simmer for fifteen minutes, then add a half cup of oyster liquor, half a cup of cracker crumbs, half a cup of cream, and salt and paprika to taste. Let this just come to a boil, then pour in a pint of oysters. Leave them long enough for the edges to curl, then serve on toast or saltines.

OYSTERS À LA CHAMBERLAIN.

Drain two dozen good, plump oysters free from liquor and put in the chafing dish or stewpan. As soon as they come to a scald and begin to curl, add half a cup of cream, two tablespoonfuls of butter, half a teaspoonful of salt and a dash of paprika or cayenne. Take from the fire, add a tablespoonful of sherry or Madeira and serve with wafers.

MUSHROOM SANDWICHES.

Cut mushrooms in small pieces and simmer in butter until tender, remembering that overcooking toughens. Season with salt and paprika and add enough cream to make a good consistency for spreading. Allow it to just boil up, add a little lemon juice and a grating of nutmeg, and spread on toast.

AFTER-THEATER CHAFING DISH SUPPERS.

SUPPER in a restaurant is slow and stupid compared to the chafing dish spread at home, and the woman who can successfully prepare and serve a little "snack" of this sort

is seldom lacking in opportunities for the exercise of her gift.

While the midnight feast is apparently unpremeditated, it is the wise woman who looks ahead and sees that her base of supplies is adequate to any emergency.

Besides the dishes to be cooked in the chafing dish, there should always be olives—preferably the ripe ones—salted nuts, crackers, and some simple, easily served sweetmeat. The accompanying beverage, what you will, as long as the combination suits.

Here are two menus :

No. 1.
"Slip On."
Coffee or Ale.

No. 2.
Oysters with Mushrooms.
Thin Bread and Butter.
Cream Chocolate. Wafers.

"SLIP ON."

This good old English dish, which has been a feature in many old New York chop houses, is nothing more nor less than hot mince pie with melted English cheese poured over it. Where you serve "slip on" it should appear in solitary grandeur, with neither prelude, nor yet postlude, save fragrant coffee made at the table or an accompanying glass of ale. Like the favorite beefsteak supper it admits of no variety, being quite sufficient unto itself. The cheese, it is claimed, acts as digester, and is to be commended. The mince pie may be a sizable one, cut after heating, into segments, or, still better, individual ones

served in patty shells. These may be reheated in the oven or over the hot-water pan, while the cheese may be simply melted in the blazer, or preferably made into a rarebit. For the latter, have grated a pound of good old English cheese. Rub the bottom of the chafing dish blazer with butter, put in the cheese with a tablespoonful tomato catsup, spoonful salt and dash of cayenne, stir a moment until it begins to melt, then add, a little at a time, about four tablespoonfuls ale or beer. As soon as soft and creamy spread over the pie and serve.

OYSTERS WITH MUSHROOMS.

Put into the blazer three level tablespoonfuls butter. Add six level tablespoonfuls flour, a teaspoonful salt and a half saltspoonful red pepper. Plump the oysters in their own liquor, drain, let the broth come to a scald with the mushroom liquor from a half can, and enough water to make a pint in all. Skim well, stir in with the butter and flour to make a smooth, white sauce, add the oysters and mushrooms, cook two or three minutes and serve hot. Twenty-five oysters are required for this amount of cream sauce.

CREAM CHOCOLATE.

Have ready grated two squares unsweetened chocolate, two whole eggs, whites and yolks beaten separately, one half cup cream, and one-quarter cup milk, four rounded tablespoonfuls granulated sugar, a saltspoonful salt and vanilla or cinnamon to season. Cook the sugar, chocolate and four tablespoonfuls hot water together in the blazer

without the hot-water pan until it becomes a smooth, shiny paste. Let it boil hard, but watch carefully that it does not scorch. Add the cream minus one tablespoonful, which should be added to the egg-yolks to prevent their curdling, and a quarter cup milk, and stir until it boils. Now set over the hot-water pan, and add the eggs very carefully, stirring fast all the time. After it thickens, which will be in a moment, fold the whites in lightly and gently. Then cover and leave over the hot-water pan ten minutes longer, until light and spongy. Sprinkle powdered sugar over the top and serve with whipped cream.

ENTERTAINING ONE'S PASTOR.

A CLEVER hostess discovered a very amusing little idea for the ices in entertaining her pastor and a visiting church dignitary at a formal dinner. She had the cream molded by a confectioner into little human figures, for which almost any catering establishment has the shapes. Just before the moment to serve, these molds were turned out upon individual plates, and in the hands of each little manikin was stuck a wee fishing-rod made of broom straw and thread. A clerical-looking hat made of tissue paper was adjusted on each head at the same time. The cunning little figures created great interest and also curiosity until some one quoted "Fishers of Souls," when the idea became almost apparent.

A DEEP-SEA DINNER.

COVERS were twelve, and tables, appointments, everything, was suggestive of the bed of the ocean. In the center of the table was arranged a kind of rocky island formed of oyster shells, on which reclined a flaxen-haired doll costumed to represent a mermaid, surveying her charms in a gilt-rimmed doll's mirror. From the mermaid rolled away waves of green tissue paper, the edges of which were fringed with starfish, sea-urchins and shells.

Concealed in this paper were twelve little cardboard fish, on each of which was written a riddle to be answered by the name of the piscine represented.

Attached to a hole in the head of each fish was a fine cord, which was in turn tied to a tiny rod placed at some cover. At the conclusion of the meal each guest drew up a fish and read aloud the riddle it propounded.

The green wave effect of tissue paper was repeated at the corners of the table, where each circular wave was surmounted by a lace doily. On these were placed clam and oyster shells filled with the new candy which imitates pebbles. Place cards were of water color tinted green and decorated with pressed seaweed.

The appetizing menu in which the oceanic colors—green and white—predominated, was as follows:

White grapes and pineapple in green-glass sherbet cups; green pea soup with croutons; creamed fish in paper cases of green tissue paper with fringe of shells.

Broiled chicken, baked potatoes cut in halves and fitted out with little masts and sails, each sail having written upon it the name of some guest and the date. Cauliflower, cheese souffle in ramekins; thin slices of bread and butter, shrimp salad on shredded lettuce, water crackers, fruit and nut jelly molded to represent a fish, whipped cream, coffee and bonbons.

If desired a puzzle menu can be prepared, using the dishes named here, to be written in gold ink upon one side of the place cards.

By way of an example of the mysterious wording, the fruit mixture might masquerade as sea foam, piquant style. The pea soup becomes ocean waves with floating islands. The paper cases of creamed fish are mermaids' treasures, and so forth.

AN ORIGINAL SQUARE MEAL.

A YOUNG matron celebrated her husband's birthday by a little stag dinner to which eleven men friends were invited, the novel plan winning great applause from John and his guests.

The affair was described as "a square meal," the invitations being written on square cards. The table used was one square in shape, with a polished top permitting of a square centerpiece and doilies to match.

A square basket was used for the flowers, and the candlesticks had shades made in the popular rectangular pattern.

Little squarish-looking dishes, with turned-up edges,

were borrowed from a neighbor to hold the hors-d'œuvres, which consisted of nougat, in square shapes, radishes cut square, cubes of cheese, and tiny square water crackers.

Place cards, also square in shape, were dainty blotters made at home and decorated with water-color sketches of pretty girls. The name of the guest was written on each in pencil.

Plates unusually square in shape were obtained from among the stock of a local caterer and rented for the occasion.

Square bowls or plates of soup being out of the question, the nicely flavored consommé was served in small bowls which fitted into tiny square boxes, covered with a lid; toast squares being passed at the same time.

The creamed sweetbread entrée was served in square paper cases, the bread-and-butter sandwiches that accompanied it being in rectangular shape.

The main course consisted of veal cutlets cut square and served on a square dish. The French fried potatoes were likewise cubes, and creamed turnips also cut to an appropriate size in pieces of an appropriate shape.

The salad, served in a square bowl, was composed of tiny dice of cold boiled vegetables. With it were passed square biscuit and cheese.

Ice cream for dessert was served in individual dice-shaped molds, with squares of cake and squares of juicy watermelon.

But daintiest of all, and most surprising, was the substitute for square finger bowls (which could not be compassed in the neighborhood). Instead of these the inventive mind served small blocks of ice specially frozen for

the purpose, each having a little hollow at the top with water in which to cleanse the finger-tips.

CLASS BABY LUNCHEON.

MANY high schools and private seminaries are now adopting the Vassar idea of a luncheon or dinner in honor of the arrival of a class baby—that is, the first little son or daughter born to any member of a graduated class. At a function of this kind recently given by one of the members of a class, most of whom had succumbed to Cupid's darts, the centerpiece was very novel and appropriate. It consisted of a wide flat tin filled with water and having the sides concealed by smilax. In the water floated white and pink water-lilies, in the heart of each of which was a tiny doll of the pink-colored floating variety, an inch and a half long. In the center of the bowl, on a large lily leaf, was placed a stork made of confectioner's icing. (Nasturtium leaves will serve instead of lily blossoms when the latter cannot be obtained.)

Favors were little cradles cut from cardboard and gilded, filled with Jordan almonds. If any other idea is preferred for the favors these cradles could be used for the ice cream or the creamed entrée.

WEDDING ANNIVERSARIES.

WHILE the wedding anniversaries—the earlier ones, at least—are no longer regarded very seriously, they grow

in popularity every year as occasions for informal entertainments, or for card parties, guest dinners and teas for which the slipping by of another half-decade offers a date and a plan.

Gifts are not now the custom, although trifles in glass and silver are not out of place for those celebrating a fifteenth or a twenty-fifth commemoration of their wedding-day. For the earlier festivities absurdities in wood or tin costing a few pennies and conveying some joke or timely allusion are sometimes brought by the guests—nothing more costly.

FIRST YEAR—THE PAPER WEDDING.

Paper and cardboard novelties are so numerous and so attractive of late that tricking out the house for the paper-wedding frolic should be a delightful undertaking. Festoon the walls and ceiling with the pretty tissue-paper "garlands" which come for the purpose, or cut crêpe paper in long strips to simulate ribbons and use it in the same way. Through the interlacing festoons drop paper lanterns in shades which match or combine well with those of the garlands or "ribbon."

Electric lights or gas-jets are covered with paper shades made in the shape of huge flowers. Patterns are sold for making these at home. Bank the mantelpiece with tissue-paper flowers, using those appropriate to the season, as daffodils for an April wedding and roses for June. Get a yard or two of the crêpe paper, which comes with naturalistic design of butterflies. Cut out the bril-

liant moths, and suspend them with fine cotton on invisible wires to hover just above the flower-bed.

At the far end of the room have a pretty Japanese paper parasol suspended from the ceiling by the cut paper wreaths. To the tips of the ribs are attached the german favors, which when snapped yield paper head-dresses for the guests. Each member of the party on arrival clips a favor. The paper hat or bonnet found in it is worn throughout the evening. Host and hostess wear similar head-dresses.

Cards being a paper product, a progressive game of euchre, whist or casino is a popular suggestion for the entertainment programme. Or a salmagundi with a different card game, such as logomachy, or word-building, authors, snap, pinochle, could be arranged with paper prizes.

Where cards are not desired, a series of original games requiring the use of paper are equally apropos.

One contest of this kind, which proved great fun at a paper wedding not long ago, was arranged by passing around slips having written on them the names of certain animals and birds. Each player took a slip without seeing what was written on it. Sheets of paper with scissors were then passed, and every one cut out a likeness of the beastie fallen to his lot. The shapes were then pasted on a sheet of black cardboard and some one appointed to act as judge said which was best.

Again, distribute telegraph-blanks having a word of seven or eight letters written at the top, and see who can, in half an hour, write a telegram of congratulations to the former bride and groom. Each word of the message must

begin with one letter of the word given, the letters to be taken in their regular order.

The refreshment table can be made very dainty with paper flowers, paper doilies or a paper cloth, paper candle-shades, etc., and fancy paper baskets to hold the bonbons, salted nuts, etc. The plates should be pasteboard pastry-shells obtained from a confectioner. The ice cream can be molded in the shape of cards with white ground, having the name of the bride and groom with the two dates in letters of contrasting color. Hostesses who cannot obtain this novelty can make pretty paper ice-cups in the shape of flowers.

A paper wedding is particularly charming when celebrated out of doors. Oriental lanterns, streamers and garlands of colored paper swung from tree to tree, paper hats and parasols, showers of the pretty colored confetti, combine to make a fairy-like scene. A cold buffet refreshment is better for an outdoor celebration, the paper-trimmed table to be spread under the trees.

Paper fans with the two dates in gilt lettering make pretty and inexpensive souvenirs for the women. The men might be given blotters or book-marks.

COTTON WEDDING.

Invitations for a very successful cotton-wedding frolic were written on card shapes cut out to represent huge spools. Snowdrifts of cotton batting sifted with diamond-dust massed the mantelpiece, window seats and the piano-top in the parlor. The hostess wore a cotton gown, the host a cotton summer suit and cotton tie.

Vases filled with the natural cotton plant, and others containing calla lilies made of cotton batting, made unusual decorations.

The amusements of the evening were very original. First on the programme came a contest resembling a cobweb party, but with a different idea. Cotton tape was wound in and out over and above the furniture like the cord or ribbon for a cobweb party, but instead of having all play at once, one player stepped forth at a time. He had three minutes by the watch in which to disentangle the tape, one end of which was handed to him. The piece disentangled by each player was cut off and handed to him when his time was up. Afterward all these pieces were measured, and the longest won a prize. This prize was a little snow man made of cotton batting and filled with candy. In another round guests were called on to say how many yards were contained in a bale of cotton goods which formed one of the cotton-wedding gifts. The best guess won a prize.

Then a basket was produced, in which were a number of short lengths of cotton tape in different colors. In each bit a hard knot was tied. The player untying the most knots won a prize.

THIRD YEAR—THE LEATHER WEDDING.

Use leather postal-cards for the invitations. Where these cannot be obtained, the unworn "capcs" of leather gloves can be employed for the purpose. Cut from the better portions small squares, to be afterward stiffened with a cardboard foundation, and write or paint the little

biddings on them, inclosing them in conventional envelopes. Cut small round disks from the leather, and paste them to hold down the flap of the envelope like the old-fashioned wafer or seal.

Any chairs which happen to be upholstered in leather should be corraled for the occasion. Leather cushions and table-covers are also specially appropriate if at hand.

At a particularly pleasant and successful entertainment of the kind, one feature of the fun was a cake-walk, with leather prizes, in which all the company, young and old, participated together.

A contest of a different sort was introduced by rolling upon the scene a table having various kinds of leather goods displayed upon it. Each article had a card with a number attached. The group included four or five books with leather bindings, a pair of moccasins, several purses made from different skins, a pair of leather gloves, shoes, a Russia leather work-box and other items. Paper and pencils were distributed, and each guest was called on to write down the correct names of the different leathers on exhibition. The hostess had a correct list in her possession, by which the competitive papers were examined. The player guessing the most skins correctly won as a prize a pretty centerpiece in burnt leather.

For the festive board at a leather-anniversary supper, make candle-shades of buckskin fringed with the scissors around the edges or trimmed with wampum. Have the doilies to go under the candlesticks and hors-d'œuvre dishes, cut from imitation (paper) leather. For souvenirs have leather Indian dolls or tiny moccasins. Leather gloves, exchangeable at the shop, leather chate-

laines or purses and leather belts are other suggestions for prizes and souvenirs of a more pretentious nature.

Any one with some knowledge of pyrography can make dainty place-cards in burnt leather.

FIFTH YEAR—THE WOODEN WEDDING.

Guests are invited by means of thin slabs of wood about the size of invitation cards, with the invitations painted or pyrographed upon them. Or use squares of real or artificial birch bark cut to fit envelopes, with the invitation written in scarlet ink. Some bark will lie flat in the form of cards; otherwise it can be used in the form of a scroll, and rolled up and tied with narrow red ribbon.

A wooden wedding can be made a delightful occasion in the open air, with rustic lawn furniture decorated with green garlands of leaves, refreshments served in the summer-house, and wooden gifts or souvenirs tied amid the foliage of trees and bushes, for the guests to search for.

When arranging the party indoors, have, if possible, rustic garden chairs for the parlor, and bank the walls with boughs. Dogwood is lovely for a spring celebration, and autumn leaves for one in the fall.

Wood shavings, especially the long "curls," cost nothing, and they make funny and effective decorations. Tenscent wooden chopping-bowls should be filled with flowers and foliage, and used to decorate the rooms.

A good plan for the entertainment is an informal dinner followed by a dance, with wooden favors. For the dinner use a polished table with doilies only, and wooden candlesticks with birch-bark shades. Real or imitation

birch bark can be cut into circular shape and used instead of the doilies under the side-dishes and candlesticks. For place-cards have cardboard cut and tinted like single leaves of oak or maple. For a spring or summer function they are green, in fall red or yellow, in winter brown. Or pyrograph small squares of wood; or write the names of the guests expected on shavings of wood, and hang these across the edge of the tumblers, with names showing, to guide the guests to their seats.

One of the large wooden sabots which make such effective table decorations can be obtained from almost any novelty dealer. Fill this with tulips or other low-growing flower. Get the little boxes representing stumps of trees to hold the salted nuts and bonbons. Where these cannot be found, blocks of soft wood with the center drilled out will do just as well. Candles can be embedded in blocks of wood where wooden candlesticks are not get-at-able.

Have the entire table service in wood as much as possible. Plates should be wooden trenchers, such as our ancestors ate from ere the introduction of pottery. Wooden spoons replace the silver article. Make log cabins by piling up brown-bread sticks crosswise on plates, and flank the centerpiece with these.

Hostesses who do not want to follow the dinner with a dance can get up a programme of good games and contests to take the place of the cotillion.

For the first number have a guessing-game, in which the players distinguish between six or eight different kinds of wood, or try to do so, for it is more difficult than it sounds. The specimens are prepared in advance by a carpenter or cabinet-maker. Each block represents a dif-

ferent tree and has a different number written on it. The entertainer should keep a list of the different woods, numbered like the blocks. The guest who in half an hour names the most woods correctly receives a wooden book-rack, bureau box or photograph frame.

TENTH YEAR—THE TIN WEDDING.

Any tinsmith can prepare little oblongs of tin with beveled edges for the invitations. The lettering can be done either with oil-colors or with a sharp-pointed tool. Or a smooth sheet of tinfoil can be cut in shape to fit envelopes, and notes written on it in red ink.

A country supper at long tables, with the entire service in tin, is a splendid plan for a tin-wedding function. For the centerpiece have a tin basin or low pail filled with seasonable flowers. Place this in a mound of shiny tinsel of the kind used for Christmas trees. Similar mounds are made around the base of candlesticks and elsewhere. Use tin candlesticks with tin shades and white or red candles.

For hors-d'œuvres dishes use scalloped patty-pans; tiny tin bottle-lids or gem-pans for individual butter-plates. Tin mugs should replace the conventional cups and saucers, with coffee poured from a tin coffee-pot. Get shiny new tin plates to take the place of china ones.

Wrap the sandwiches in tinfoil and heap them on a tin platter. Choose for bonbons, chocolates or other goodies wrapped in tinfoil.

The good old game of "Spin the Platter," which old and young can join in together, would be excellent for

such a gathering if a tin plate is substituted for a wooden one.

Another round is arranged by giving each player a card and pencil and allowing ten minutes in which to write down the longest list of words beginning with the syllable "tin"; as "tintinnabulation," "Latin," "matin," "satin," "tintype," "tinker," "tiny," "tint." The player who in ten minutes forms the longest list wins a prize.

As souvenirs of the happy occasion the bride and groom can have tiny tin boxes to hold slices of the "tin-wedding cake."

FIFTEENTH YEAR—THE CRYSTAL WEDDING.

Any one familiar with the use of the diamond can cut the little squares of glass on which the invitations are painted. Passe-partout each square with white tape.

Whist or euchre with glass prizes makes a pleasant if conventional entertainment, to be followed with a supper wholly in crystal. Green and white make an attractive and crystalline color-scheme.

A pretty centerpiece for the supper-table is a glass basket filled with white flowers and foliage. Chrysanthemums, tulips or hydrangeas are less funereal than roses in the way of a white flower. Instead of single candlesticks have the old-fashioned candelabra with glass prisms.

Have dishes of cut or pressed glass for the sandwiches, cakes, bonbons or any other dainty that can be served on them. Cake should be iced in white, and white candies selected.

Get cheap glass plates to replace the china ones, and

have the ice cream in the form of white *bombe*, with a wreath of green candy leaves surrounding it.

In the way of original games suitable for a crystal celebration a literary contest called "Crystal Allusions" might be arranged very easily. From twelve to fifteen questions relating to glass are written on cards, with blank spaces opposite for the answers, and players have half an hour to think out the answers. Examples of the riddles would be:

Who was described as having been "the glass of fashion and the mold of form"?

Who originated the phrase, "Through a glass, darkly"?

What is the superstition about breaking a hand-glass?

A guessing-game, but on a different order, varies the plan of the fun. A large glass bowl is filled (three-fourths full) with water, and the company guesses how many crystal marbles may be dropped in before the water overflows the bowl.

THE TWENTIETH ANNIVERSARY.

A particularly pleasant and novel idea discovered for this date was an "I Remember" party.

The guests were limited to older members of the family circle, with boyhood and girlhood friends of the bride and groom. The women wore costumes of the fashion which prevailed at the time of the wedding; the former bride appeared in her wedding-gown.

Books popular twenty years before lay on the table, and photographs taken at the same period, ranged on the mantelpiece, caught the eye and invited retrospection.

Some old newspapers and periodicals of two decades back had been hunted up through a second-hand book-dealer, and created much fun. The refreshments were old-fashioned fruit syrups deliciously iced, cake made from old-time recipes, and molasses and popcorn candy.

Host and hostess led the conversation from the outset into the pleasant paths of youthful recollection, and for three delightful hours all were boy and girl again. A programme of songs popular twenty years ago might also be given.

TWENTY-FIFTH YEAR—THE SILVER WEDDING.

A reception followed by a musicale is a well-liked plan. The hostess with small rooms and a large circle of friends may prefer an evening reception with buffet supper.

A pretty idea for the invitations is to have cards engraved with the lettering in silver, or cards with silver borders would be attractive.

All silver bowls and vases available should be filled with flowers to trim the rooms. White flowers are frequently chosen, but red ones combine delightfully with the silver.

The supper or dinner table must carry out the silver effect. A centerpiece and doilies of lace-edged silver paper are highly effective, and can be used with or without a linen cloth.

There should be a bride's cake with a silver ring in it. The names of the celebrating pair, with "Silver Wedding" and the date, are iced in silver or worked out with silver leaves.

Silver candlesticks and filigree candle-shades, silver dishes for celery and olives, should be called into requisition to help out the scheme. Any confectioner can supply the silver-coated bonbons.

ENTERTAINING LITTLE FOLKS.

AN ENVELOPE PARTY FOR CHILDREN.

IN planning parties for the very little people, simple searches, clipping contests and easy guessing-games will be found more successful than complicated contests with rules which must be mastered by the children before the fun can begin.

By discovering a new idea to serve as connecting link between them, a programme composed of such well-known and popular favorites will take on an air of originality entirely satisfying to the wee guests.

Such a programme was that of an Envelope Party, which recently scored a huge success with the juveniles entertained thereat.

Invitations, written on little cards, before being placed in the mailing envelopes, were inclosed in smaller ones of light blue or other pale tint.

A FORTUNE HUNT.

Fortunes in envelopes led off the sports of the evening. A special fortune for each child had been written by a knowing old witch and inclosed in an envelope.

On the envelope appeared the name of the child whose fortune it was, the envelope being tied with ribbon. The smaller envelopes were then inclosed in a mammoth envelope made of tissue paper.

When all had arrived on the scene, the fortune witch appeared carrying the tissue-paper envelope, which she attached with colored ribbon to the chandelier.

The witch gave each child a wee piece of baby ribbon, instructing him that the color contained in it was to be his during the evening.

She then struck the tissue-paper case with a walking-stick. Down showered a rain of envelopes.

The children scrambled for the envelopes, eagerly matching the ribbons and comparing them with their own.

The witch assisted in reading the fortunes of those who were unable to read for themselves.

ENVELOPE SEARCH.

This was followed by a fascinating envelope search, the envelopes containing wee gifts.

Inexpensive articles, which cost but five cents apiece, but which, obtained in this way, never fail of an enthusiastic audience, should be selected for this feature.

The search is conducted in every way like the nut-gathering game, except for the fact that the children stop searching when first trophies are discovered. No prize is, of course, needed.

ENVELOPE CLIP.

A novel guessing contest was preceded by a clipping game. A ribbon was stretched across the room from doorknob to doorknob and to this a number of envelopes were tied with ribbon.

A prize in the shape of a sachet, shaped like an envelope, was drawn for by all the children who succeeded in clipping.

It was then discovered that these envelopes, like the preceding ones, each contained something.

A gilt number distinguished each one. The witch then invited each child to guess by the scent attached to each envelope just what it contained.

The latter were passed from hand to hand, the witch writing down each player's guess as to the nature of the contents.

The list of inclosures might include a morsel of common yellow soap, a piece of candy flavored with winter-green, some cloves, a leaf of rose geranium, some balsam pine needles, et cetera.

The child guessing most correctly won a bottle of delicate cologne.

CUTTING ENVELOPES.

Again, all the children being seated in a circle as for the preceding game, the hostess distributed squares of paper and several pairs of scissors.

Each child then fashioned from the paper in hand a small envelope, using mucilage to paste down the flap.

The envelopes so formed were compared, and a prize awarded for the best. A cut-out paper set in an envelope rewarded the clever boy or girl.

A DOLL RECEPTION.

THE birthday party of little Eleanor L— was a doll reception, and was greatly enjoyed by twelve small girls of the neighborhood. Eleanor wrote the invitations herself, using Lilliputian note paper decorated with brownies and a form on the following order, suggested by her mother:

Dearest Katherine:

I hope you can be present at the doll reception I am going to give on next Thursday afternoon from three to half-past six. Please come, bringing your favorite doll, to meet my new doll daughter, Clarissa Marguerite.

Yours very affectionately,

ELEANOR.

As each little girl came carrying her doll the toys were collected by Eleanor's mamma and then hidden away in the sitting-room, which adjoined the parlor. Each doll was placed in some little nook or recess by itself and carefully concealed by a book, a newspaper, the fold of a curtain or table-cover. When all the small guests had arrived, the little girls were invited into the sitting-room and told to hunt for the missing dolls.

A merry scramble, with suppressed shrieks and much

ecstatic giggling, occupied the next ten or fifteen minutes. Each child had been instructed that if a doll not her own were discovered in the search, the fact must be kept secret and the hiding-place not revealed. The child first to find her own darling won as a prize a lovely little doll bonnet trimmed with artificial flowers.

Hardly had the fun of this exciting search died away when another equally novel game was proposed. A splendid new doll, beautifully dressed, was produced and placed on the table in full view. It was then announced that the child who could guess correctly the doll's name might have her.

Should more than one child guess correctly, the reward would be drawn for. This offer was received with wild enthusiasm. Five minutes were allowed for "thinking," after which each little girl went in turn into the library. Here sat Eleanor's aunt ready to write down the different names guessed, identified with the name of the competitors. It afterward proved that the name of the new doll had been christened Eleanor, in honor of the hostess. Proudly did the eight-year-old guest who divined correctly carry off her resplendent trophy.

Naturally, with so many and such delightful surprises revealing themselves at every turn, everybody wondered very much "what next?" and the atmosphere became charged with delicious excitement.

Presently Eleanor answered this question by producing several sheets of paper dolls, with three or four pairs of scissors, and each child had three minutes in which to cut out a single figure. Neatness in cutting was the object, as a prize was in store for the figure most carefully

trimmed. This prize was one of the new paper doll houses, which are sold in the toy-shops this year for a moderate price.

By this time the ice was thoroughly broken, the last lingering vestige of shyness had disappeared, so that no special game or contest was necessary. The doll mothers talked over their different children, the extent and limitations of their different wardrobes. Then followed "doll refreshments," where all the dolls sat around a nursery table and were helped to delicious imaginary viands.

The doll sewing circle was also much appreciated. For it Eleanor's mother had cut from pale blue or pink flannelette a dozen little kimonos, which were intended for the children to display their skill in sewing upon. Half an hour passed delightfully in this way. Afterward the different kimonos were carefully examined and dolls' boots and gloves presented to those whose work was neatest.

This fun over, the dolls recited pieces learned at school and showed their cleverness in other fields, until supper-time—a most fascinating repast, by the way.

In the center of the table sat the Old Woman who Lived in a Shoe. The shoe was made of black cardboard, and occupying it with the old woman were at least a dozen "children"—wee dolls dressed to fit the part.

These dolls were afterward given to the little guests as souvenirs of the occasion.

Supper was served on the pretty Mother Goose china, which is specially designed for juvenile entertainments.

PARTIES FOR VERY LITTLE CHILDREN.

WHEN the merest toddlers, children from four to six years old, are to be entertained, a simple plan, easily grasped, is required for the birthday frolic.

However, the fun can be new and bright without becoming too complicated for the comprehension of the little guests.

A flower search is a charming way to lead off such a programme, the flowers involved to be paper ones with wire stems.

Violets are delightful for the purpose, and, thanks to the flower-making outfits now to be had in any novelty shop or department store, mother or grown-up sister can fashion a quantity of the modest little blooms in a couple of hours.

Some grown-up person begins the game by reciting a poem, original or from the poets, about a violet. At the last word of the poem the little people begin their search for the hidden flowers, which are concealed around the room.

Signal for discontinuing the search is given by bell. The boy or girl who at the end of that time has collected most violets receives a prize. A stick-pin with flower head is a good gift in this game.

Ring Toss, a contest which any little one can understand, becomes fresh and wonderful if the rings are covered with gold and silver tinsel, or with tissue-paper flowers. The stand should be similarly decorated.

Again, have slips of paper in the same number as there will be children in the party, and on each one write a number. Tie the slips up in a bag made of thin silver or gold paper or fancy striped tissue.

Depend this bag from a screw in the ceiling with white or colored ribbon. At the psychological moment one of the children of the household, who does not enter into competition for the prize, is blindfolded and given a walking-stick. With the latter the gilt bag is burst, bringing the little slips scattering down.

The children scramble for the slips. The number found on each child's slip is that of the bundle he is allowed to gather from the Prize Tree.

The children scramble for the slips. The number green, projecting from the wall or the lintel of a door, to which a number of little bundles, wrapped in gilt, silver and other bright colors, are attached. On each bundle is a card with a number corresponding to that on one of the slips.

The child drawing a bundle opens it and retains the simple souvenir or picture it contains buried in it.

Walnut shells, with hollows filled with tiny candy drops, can be substituted for the bundles on the Prize Tree. Or picture postals can be tied on the green with ribbon. The pleasure of the game for a child lies in the excitement and triumph of finding something, not in the intrinsic merit of the object found.

The game of matching fragments of cut-up pictures is suitable for even the youngest children. They will also enjoy Tiddledywinks and Jackstraws, or Fish Pond, played with simple prizes. Or any blindfold game on

the order of the celebrated Donkey Party could figure in the programme.

Generally speaking, it is foolish extravagance to have recourse to a caterer for children's party refreshments. More than one entertainer has found with surprise, after expending a considerable sum on fancy molds and novelties in the way of sandwiches, that the simplest things prepared at home were those which hit the uncertain bull's-eye of juvenile taste.

Wrap the sandwiches in squares of colored tissue paper, or cut them in fancy shapes with cooky cutters, or roll and tie with baby ribbon, and with what acclaim they are received!

Cover the plain salad with tiny tortoises made from half walnut shells and cardboard, and what a sensation is created!

Even the most ordinary brick of ice cream will be wonderful if decorated with silver stars easily cut from tinfoil. Or have the ices fashioned in the small individual squares which are so often seen, and stick a tissue-paper flower in each portion, or lay a spoon of hard chocolate on each saucer.

The list of novelties which can be devised at home is practically without limit, and the saving is considerable.

Refreshments served at children's parties should be unfailingly wholesome. It is unfair to the mothers who confide their carefully dieted little people to your care for an evening of frolic, to provide rich and indigestible things to which the youngsters are unaccustomed.

Bouillon in cups, with crackers, is wholesome for any

afternoon or evening except a very hot one, and bowls of bread and milk are suitable for the tiniest guests.

Never serve coffee or tea, as many children are not permitted either of these stimulants. Milk, not too cold, and lemonade made of the pure juice of the fruit, are preferred as drinkables.

A DAISY FÊTE FOR CHILDREN.

A DELIGHTFUL springtime party for children of the primary-grade age took the form of a daisy festival. Invitations were issued upon picture postals chosen in daisy design, and the frolics of the sunny afternoon were divided between the roomy porch of an old-fashioned country house and the fields surrounding it.

The first part of the afternoon programme required that the little people pair off as partners. This was done by measuring daisy petals cut from cardboard. Matching petals were put in two different bags, the boys drawing from one and the girls from another. The boy and girl whose petals matched exactly were companions for a novel search.

Each pair of partners received an inexpensive basket with handle tied with ribbon, after which they were dispatched into a blossoming daisy field just below the house to compete for the prize by endeavoring to find (or prepare) 1, the biggest daisy; 2, the biggest bouquet; 3, the most beautiful daisy. Half an hour was devoted to the search, at the end of which time a bell summoned

the daisy-seekers to return. A bag made of pretty colored tissue paper in yellow, tied with green ribbon, in which daisies were caught, and filled with home-made butter taffy, rewarded each of the successful competitors.

PRIZES ARE GIVEN.

The second award, that for the bouquet, was given for the nosegay containing the greatest number of daisies, perfect in form and carefully picked, with long, even stems. Carelessly made bunches were barred.

Another contest was arranged under the trees surrounding the house. When the young folk had rested after their labors, and lemonade with wafers had been passed, a grown person laid upon the smooth turf of the lawn what appeared to be the central yellow disk of a huge daisy, made from tissue paper and cardboard.

The youngsters were then sent to search for the missing petals, which, made in the same way, were hidden around the porches, arbors, shrubbery and under the trees.

A prize was awarded to the child who first brought his petal to lay beside the yellow disk, and another to him or her who brought most petals to complete the big bloom.

A copy of "The Daisy Chain," by Charlotte Yonge, was the prize in this round. The child who fared worst won a booby in the form of a huge tissue-paper daisy, which was pinned to him.

DAISY GARLANDS USED.

A good variation of this game would be one where the disk of a daisy is painted upon an upright target, and the children endeavor, with their eyes bandaged, to pin the petals around it. The one who comes nearest wins the trophy.

To return to the original function, the porch and lower floor of the house were delightfully trimmed with daisy garlands and huge bunches of the pretty white and yellow blooms. A double garland was wound in and out of the porch railings, and huge bunches, carefully set off with feathery grass and leaves, were tied to each newel post with large bows of green tissue paper. White and yellow lanterns, unlighted during the early part of the afternoon, helped out the decorative scheme.

The refreshment table for the supper, served after the different sports, was truly delightful. All around the edge ran a slender daisy chain, while glass vases filled with the flowers stood toward each end of the board. The centerpiece was a daisy cake, which was really a group of cakes, the one in the center iced yellow, with lady-fingers of the larger size, iced in white, laid all around, to represent petals. Each child, when dessert was served, received a part of this novel daisy.

WHAT TO EAT.

The creamed chicken, always a dainty and wholesome suggestion for little folks' menus, was served in daisy-

trimmed paper cases. These impromptu ramekins were made in this way: The little frilled paper boxes, which sell for a few cents a dozen, were secured, and covered with a pretty shade of green tissue paper. Around each edge was sewed a border of stemless artificial daisies. The children went wild about the novel dishes, and the entrée served in them proved doubly delicious because of them.

The salad, too, was in daisy form. It was served on individual plates, each youngster having his own daisy. It is prepared in this way: Lay a couple of crisp lettuce leaves on the plate, and in the center of these put half the yolk of hard-boiled egg cut across, not lengthwise, and arranged with the rounded end upward. Around this, group petals cut from the white of the egg with a sharp knife. Dress with French or cream dressing.

For the original affair the ice-cream was specially prepared by a caterer in daisy forms of white and yellow ices. Where this is impractical for any reason, the tiny earthenware flower-pots of the smallest size used for slipping make a charming substitute. Line them with tinfoil and paraffine paper, and fill with any variety of home-made ice-cream. Stick upright in each a spray of artificial (tissue paper) daisies.

A JACK HORNER PIE.

Just before the children left the table came the crowning glory of the repast—a huge Jack Horner pie, in the form of a daisy. This was built up in a tin dishpan filled with sawdust, in which gifts for each child were

buried. The top of the pan was covered with yellow tissue paper, and from the edges projected petals of white cardboard, each of which was attached to a favor below. The children pulled the petals, and quickly obtained the gifts as the pie was passed from one to another.

A BUBBLE BUNDLE PARTY.

SOMETHING new, and which the youngsters never fail to pronounce fascinating, is a Bundle Party of a new order. The little notes of invitation, which name "bubble bundling" as the fun in store, are tied in wee bundles and sent, "expressage prepaid," through Uncle Sam's delivery system.

To prepare for the bubble bundling, get together a dozen small gifts, which may be very simple, in order to prevent the entertainment from assuming too costly a character.

They might consist of a pencil, a pocket tablet, a half-dozen caramels, a doll's bonnet, a top, a wee teapot, a ten-cent postcard album, a rubber ball, a purse, a pen-knife, a fruit-shaped pincushion, a needle-book.

If possible, use as the final wrapper tissue paper in several shades, as this adds so much to the color effect of the whole.

Pink and pale blue could be used to distinguish the bundles holding gifts for girls; red and green, red and yellow, or dark blue and red, those for the boys.

When completed, the packages are heaped up in the center of the parlor table, where they make a goodly showing in varied rainbow tints.

To play the game, some bowls of soapy water and pipes are necessary, or one of the quarter-dollar bubble outfits can be purchased for the purpose.

The bundles, one at a time, are attached to a string, which depends from the ceiling, and each child in turn takes up its position at a certain part of the room, several yards away from the bundle.

Each little player has three chances in which to hit the bundle with a bubble. If any of the three bubbles blown by him hits the bundle, the prize contained in the latter is his.

If all fail to hit the mark, the turn passes.

When a little girl is to try her fortune, the floor manager will, of course, hang up a pale blue or pink bundle; otherwise, one in the colors chosen for the boys.

A CHRISTENING PARTY.

VERY simple, but pretty, should be the christening or caudle party, when baby makes his first bow to society, and only the nearest friends are asked to this function.

The hour set for baptism should be one that will not interfere with baby's nap. Try to have the child ready for his first dissipation by giving him a long nap, so he will be smiling and good-natured.

The infant should be dressed in his prettiest garments, and should not appear until everything is ready, when he is brought in on a pillow, or in his bassinet if very small. A babe of six months may be carried in in his nurse's or godmother's arms.

For this occasion the drawing-room should be deco-

rated with simple flowers, preferably white or blush pink. The baptismal bowl should be wreathed with flowers. It must be placed on a stand or on a small white draped table at one end of the room. The bowl is usually of glass or silver. If one has a family heirloom that can be used on this occasion it should be pressed into service.

As to refreshments, the table should be set in pure white, with flowers and candles in harmony; for a center ornament, the bowl of caudle, which is dipped out with a silver spoon and passed from one guest to the other. This spoon becomes the property of the baby at the end of the ceremony. The contents of the bowl may be the regular old-fashioned caudle mixture of hot wine and raisins, in which to drink the baby's health, or a more modern brew. The cups used in serving caudle may be the regular caudle cups, copies in glass, china or silver of those favored in England five hundred years ago (for this ceremony has many years of tradition behind it), or ordinary sherbet glasses. With the caudle are served delicate sandwiches, angel cake or slices of an old-fashioned christening cake, with salted nuts and confections. Often the sandwiches are omitted entirely, and simply the caudle or punch and cakes are served.

Should one wish to use the traditional old English caudle, it can be easily prepared at home. It should be made the day before using.

To mix it, stir two large cupfuls oatmeal into three quarts boiling water, salting to taste. Add a cupful of seeded raisins, two sliced lemons, a stick of cinnamon and a grated nutmeg. Boil one hour, strain, then place in the ice-box until ready to serve.

At serving time, reheat slowly to the boiling point, add a quart of hot milk, a pint of brandy, a half-pint Jamaica rum and a pint of hot sherry. Pour into a bowl, whose contents may be kept hot by a spirit lamp underneath, or by setting over the hot-water pan of a chafing dish. Serve in cups, with a spoonful of whipped cream and a little grated lemon peel. A small portion of this liquid is sufficient for most persons, who prefer a more modern and non-alcoholic beverage with which to start the new baby on his journey through life.

Sometimes little boxes of angel cake, tied with narrow white ribbon and bearing the child's name in silver lettering, are presented as souvenirs of the occasion.

Naturally, the reception is a brief one, and the baby is excused as soon as his health has been proposed and drunk by all present.

AN ORANGE PARTY.

EVERYTHING suggested the orange. The little score-card presented to each child was decorated with orange baby ribbon, and to it was attached a yellow pencil. The flowers in the vases on the mantelpiece were yellow, and on the table stood a pretty epergne, heaped high with the wholesome golden fruit.

The programme for the afternoon had been previously arranged, in order to make things slip along merrily and keep each little person so thoroughly occupied that he would have no time to feel shy. The first game was an orange race.

For this kind of contest a certain course is arranged. In this case the central line—the backbone, one might call it—of the parlor was chosen. One end of the course is called the starting point, the other the goal. At the starting point a large basket of oranges is placed. The object of the race is to see who, in a given time, can carry most oranges over the course from starting point to goal, the carrying being done with a wooden spoon. At this orange party, each wooden spoon was tied with yellow ribbon. The lucky person who succeeds, by the time the bell rings, in placing most oranges at the goal, is declared winner, and gets a prize.

Of course, if an orange rolls off the spoon and falls to the carpet, this constitutes a failure, and the fruit has to be carried back to the starting point.

The race was followed by that very amusing trick—the seasick orange. One of the mammas present was called upon to act as showman. She selected, for her purpose, a particularly large and juicy piece of fruit. Upon its outer surface she cut, with a sharp knife, eyes, nose and mouth. The eyes and nose were cut very slightly, care being taken not to reach the juice. But the mouth was cut, as the expression goes, from ear to ear, and went deeply into the juicy pulp. To make the orange seasick, she took the back of the head in her hand and squeezed hard. In a moment the big mouth gaped open and—well, very shortly afterwards the fruit was severely attacked by *mal de mer*.

When the children had almost finished laughing at the poor, seasick orange, a maid entered the room, carrying on a tray a glass preserve jar, filled with orange-seeds.

The jar was placed on the table, in full view, and each child was invited to guess how many seeds were contained in it. The guesses were all recorded, and the child whose guess came nearest to being correct received a prize.

Parlor croquet, with very small oranges for balls, was also much enjoyed.

After so much vigorous work, the supper-bell, when it rang, had a pleasant sound. Such a simple, wholesome and satisfying supper as it proved to be! There were cold milk and orangeade, chicken, tongue and beef sandwiches in abundance, and rolls tied with yellow baby ribbon. There was orange water ice, served in the skins of the same fruit, and plenty of light, home-made cake. From beginning to end, the children say, the orange party was delightful.

FUN WITH PINS.

WHEN an unexpected guest took us unawares, and every possible suggestion for an entertainment seemed to have taken flight, the inventive member devised a most amusing evening, the basis of which was nothing more or less than an everyday paper of pins. The idea is worth "making a note on," as Captain Cuttle says, against a similar emergency in any other household.

First in order came Pin Guess, a title which as well as the sport itself was the result of a momentary happy thought. For it a large paper of pins was opened and displayed in full view of all the company. Pieces of paper and pencils were distributed, and the point became

to guess the actual number of pins in all the rows. This sounded much easier when propounded by the stage manager than it proved on actual test, as any company to whom it is proposed impromptu will discover.

PIN STICK.

The pins were then removed from the paper, each person receiving an equal amount of them. One by one the players were called upon to try their hand at pin-dropping. This was done by standing erect, with the arms straight out from the shoulder, and slowly dropping the pins, one at a time, point side down. Each pin sticking erect in the carpet counted one point for the person dropping it, and the player who placed most won the prize.

In another round two players matched each other, a delighted audience standing around and applauding their efforts or urging them to greater speed. Here the object was to see who could, in a limited space of two minutes, make the longest row of pins. Each player took up his position at one end of the table and the pins were stuck in the heavy meshes of the chenille table-cover. Time was kept by the watch. As soon as one player had proved his superiority another rose to contest it, and this continued, one matching another, until a champion was found. This girl or boy was the recipient of the prize.

Still the ingenuity of the inventive member continued to hold out, and this time everybody ran around the room holding three pins, which he tried to drop into the mouth of a wide-necked vase, one at a time. Every one succeeding had the privilege of drawing for the prize.

Again, a long row of pins was made in the carpet at one end of the room, and each young person in turn received three ordinary marbles. The company was herded in at that end of the room which was furthest from the pin row, and the fun began. Every pin overthrown by a marble rolled into the row counted one point. The player was limited to his three marbles, but skillful bowlers managed to overthrow several at a time, running up very considerable scores.

Another merry frolic was a pin hunt, with pins in sight. All of the party but the stage manager and one assistant were asked to pass for a moment or two into the hall. A bell rang, inviting them to return, after which they were ranged in a line up and down the room. Meanwhile the pins had been stuck everywhere around the room—in chair cushions, curtains, tablecloth, carpet—anywhere that it was possible to stick them. When the second bell rang there was a general rush for the pins, and the player collecting most before the supply had exhausted itself was pronounced to have won the game. If liked, each player might receive a small sheet of pink, white or blue paper, with directions to insert the pins in this in orderly rows, collections not so arranged being debarred from competition.

JUVENILE GAMES.

LONDON BRIDGE WITH FLOWERS.

A VERY pretty flower game for children is a version of London Bridge. Two children clasp hands, holding them in the form of an arch, as in the older game.

Under this arch the rest of the party pass. The two forming it sing meanwhile :

“We’re looking for a pansy, a pansy, a pansy ;
We’re looking for a pansy, and here’s one now.”

So singing, they capture some child and add him or her to their line, as in London Bridge, the child saying which side he or she prefers.

The song remains the same throughout, but the name of the flower is changed after each capture.

As the tug of war is considered rather strenuous for a company including little girls, this feature can be relegated to the boys’ games. Instead of tugging, have the little ones form a ring and dance when all the flowers have been found.

THE SHIP GAME.

For an acting game called “The Ship,” each child assumes the name of some part, some officer or other feature of a vessel. Thus, one becomes sailor, one pilot, another fog horn, one rudder, one sail, and so forth. A little story into which all the features of THE SHIP are woven has been prepared in advance. When the game is in readiness, some one reads aloud the story. As each child hears his assumed name mentioned, he rises and imitates the person or thing named. Thus, “the foghorn blew a mournful blast, the sail flapped and veered in the wind, the sailor climbed a mast and saluted his superior officer, the engine puffed, the wheels turned round.” Each child taking part thinks out the acting without assistance from an older person.

THE AMBITIOUS ANT.

In order to afford the observant and studious members of a juvenile company a chance to distinguish themselves, a game of a different order, called "The Ambitious Ant," can be introduced.

For it chairs are arranged in a row or circle and each child is given the name of something, as "Oak," "Robin," "Grass," "Bee," "Apple," "Violet," "Lily," "Ocean," "Sky," "Mountain."

Let the party-giver or some other adult then read aloud a short introduction, telling the story of the Ambitious Ant, who, after having labored for many years at making sand-hills, resolved to obtain an education.

She accordingly set forth upon a journey around the countryside, asking each creature, as she came to it, to impart to her any useful, interesting or beautiful thing concerning itself which it might happen to know. This information sometimes took the form of natural history, sometimes of proverb, fable or legend. Literary allusions and poetical quotations were gratefully received.

In this way the ant became well educated; "much more so, perhaps," says the narrative, "than if she had obtained a college education."

A child, who in the beginning of the game did not receive the name of any natural object, is now christened The Ant. He or she makes a round of the circle, asking each creature for some information about itself.

Thus, the "Oak" might quote a proverb about the little acorns from which tall oaks grow, speak of the sacred attributes of the oak in Druid days, relate the story of

the "Charter Oak," or of the "Royal Oak," in which the king concealed himself to avoid capture.

The "Apple" would probably recall the part it played in the Garden of Eden; also the apple bestowed by Paris upon the fair one, which caused such fatal discord. The Apples of Sodom, Apples of Hesperides, might be explained.

The "Violet" might refer to its symbolic modesty, might quote the violet by the mossy stone, relate the story of Ion, from whom the first violet sprang, and of Napoleon, whose followers adopted the little flower for an emblem.

Give a nature book with photographic illustrations to the boy or girl who, in the opinion of the judge, talks most entertainingly about what he or she represents.

A SMALL BOY'S INDIAN PARTY.

FOR a "real" boy's party, where only the adventure-loving sex is to be present, the Indian encampment makes a splendid motif. The sports are those of the aboriginal American, in highly modified form, and everything throughout must have a Red Indian flavor.

Send out invitations written on birch bark, using red ink. The form, too, must be in keeping. Here is just a suggestion for it:

Chief Jack Ferguson requests the pleasure of Chief George Henry's company at a Big Pow-wow to occur at his wigwam (27 Fairview Av.), on April 25, from 3 to 6 p. m. (Indian suit if you have one.)

The Indian party is available either indoors or out.

Very satisfactory tents can be made by folding in half anything of the nature of a colored counterpane or dis-used portière (even calico dusting covers), and placing these across a stiffly drawn clothesline. Tack down the four corners securely to pegs, after extending them to give the effect of a tent. Four or five pieces so arranged will give the effect of a veritable encampment.

For the sake of the little fellows who do not possess the picturesque Indian suits now so popular among the youngsters, it is well to have at hand a number of large quill feathers, which can be brilliantly treated with water-color or dye. Each little chap should receive one of the plumes with which to ornament his scalp locks.

When all the expected ones have assembled, have a bow and arrow contest, with a prize for the best shot. Each small boy in turn shoots a single arrow, and the turns continue until each archer has had three shots. The prize is a bead belt, which goes, of course, to the youth scoring highest.

If two or more boys have the same score, all these must draw.

Then follows a Big Game Hunt. For this clip from advertisements, newspapers and colored cards of any kind, as many pictures of wild beasts as you can secure. Hide the pictures (before the boys arrive) in the vicinity of the encampment. When the signal is given all begin to search for the game.

The youngster who succeeds in capturing most creatures before the jungle is cleared, receives a prize. A

practical bow and quiver would be appreciated in this connection.

For another round have as many blank cards as there will be guests. On each card write the name of some chief well known to history or fiction, and pin the cards to the backs of different boys. No boy must know what is written on his particular card. Among the available names are such familiar ones as Uncas, Rain-in-the-Face, Sitting Bull, King Philip, Powatan and Hiawatha, which are familiar to every school-going lad.

The guest, while not aware of his own redskin name, can plainly read those worn by his mates, and is supposed to address each friend in Indian character, in such a way that a clew is given as to his identity. Thus, in speaking to a boy wearing the name Hiawatha, one might say: "You would make a popular hit in music," or, "You must have met Longfellow." To King Philip: "Do you remember the dreadful war you stirred up in the early days of our country?" And so forth.

The boy first to guess his own identity receives a copy of "Leather Stocking," or some other Indian story.

Again, divide off the company into two parties, and with liquid calcimine, or something of the same kind, mark off a good-sized square on the turf. Each division of the boys represents a tribe. Let the tribes join hands and dance a novel medicine dance, which consists in dancing slowly around the chalked-off square. While they dance, each tribe tries to draw some member of the opponent force into the square. Any member so drawn in loses one point to the side to which he belongs. It is not permissible to devote time to pulling only. The tribes

must dance at the same time, regulating speed to suit their activities. Members of the side losing fewest points draw for the prize. This could be an Indian chief in hard chocolate. Another half hour could be enjoyably spent in a rousing game of "I Spy." The youngsters are divided into two bands, to which Indian tribal names are given—the Black Hawk tribe, for example, and the Red Feathers. The tribe which in shortest time "spies" most opponents is said to have taken most captives. Members of this side draw for a prize. A box in the shape of a hatchet (*i.e.*, a tomahawk), filled with candy, would be appreciated as a trophy.

The refreshment table, if there is a little time to devote to it, may be made very picturesque and Indianish. For the centerpiece have a birch-bark canoe filled with water lilies or other aquatic flowers. The canoe can be shaped from two flexible pieces of birch bark sewed along the outer edges and distended toward the center with lead pencils or match sticks. Place this on a square or circular mirror to give the effect of water, and surround the mirror with green leaves.

Indian moccasins, and pincushions, sweet-grass baskets and other trifles offered by Indian goods dealers make attractive souvenirs, if the hostess desires to elaborate further.

Label the various dishes with humorous names appropriate to the occasion. Thus, the water carafe is Laughing Water, the cold meats or sandwiches Buffalo Meat or Jerked Venison.

ENTERTAINMENTS FOR LITTLE FOLK.

A PROGRESSIVE JACKSTRAW PARTY.

TO CELEBRATE the birthday of a little lady of ten years, a Progressive Jackstraw Party was arranged by the mother of a youthful hostess. The sixteen children who participated were unanimous in pronouncing the frolic a splendid success.

Invitations were written on straw-colored paper, a tiny bow made of hat straw being glued at the head of each sheet. The wording of the note also suggested the affair, as follows:

“The pleasure of Miss Frances Kent’s company is requested on Thursday evening, May fourth, from seven until eleven, to meet Jack Straw. A reply will be greatly appreciated.”

As each little guest arrived on the evening appointed, he or she was given a cardboard shape four or five inches long, representing a jackstraw. These shapes were tied with bows of baby ribbon in different colors. There were four colors in all—red, green, blue and yellow. These colors designated the tables at which the youngsters drawing them were to begin the progression. A larger bow of corresponding color marked each table. The game was old-fashioned jackstraws, but with variations. Among the ordinary straws at each table were found a number in the different colors found in the

ribbons—red, blue, green and yellow. At the blue table any blue straws counted five; all others, whether colored or plain, counted one. At the red table all red straws counted five; all others, whether colored or plain, one. The same rule applied to yellow straws at the yellow table, and the green ones where green was trumps.

The children received tallies as for a progressive card game, and those winning most points in any progression won stars. The rounds were fifteen minutes long, and were marked by the ringing of a bell.

The prizes distributed for the greatest number of points were dolls' straw hats and fancy baskets.

WILD ANIMAL SEARCH.

A jolly and exciting plan for a children's birthday party was recently discovered by an inventive mamma. The children drew from a basket folded slips of paper, on which were written the names of different animals. The child who drew "Lion" was required to find twelve animal crackers, representing lions, that were hidden around the room; the child drawing "Bear" had to find twelve bears, and so on. The search lasted an hour and a half, and kept the room in a merry uproar during that time.

CHINESE TEA PARTY.

Write the invitations on rice paper, or on the crisp red kind which can sometimes be bought in the Chinese quarters of cities, or in Oriental shops. Let the words

come one below another down the left-hand side of the page—"printed" characters instead of written ones.

Festoon the rooms tastefully with Chinese lanterns, and have bowls with growing Chinese lilies, and a vase or two holding a few sprays of peach or cherry, or similar blossoms. There should be a dainty tea table, from which the little hostess can serve tiny cups of the real grown-up beverage (made weak), in honor of the occasion. I would suggest having ordinary games, with prizes, rather than attempting any distinctly Oriental contests. Parlor croquet is popular, so are ring toss and darts. There might be a blindfold game in which a Chinaman's head is drawn on a sheet and the children try to pin long queues of braided cord to it.

Tiddledywinks and Old Maid are good table games for little people, and ping-pong has a very Oriental sound. At supper each little maid's cover can be distinguished by a pretty Chinese paper fan, to which is attached a card with her name on it. Or the sandwiches, candies and other dainties can be served on lacquer trays used instead of plates.

The tray is covered with a tissue-paper napkin, and each child retains hers as a souvenir. If you can secure one of the large paper parasols sold in Oriental shops this makes a pretty trimming, suspended above the dining-room table, and the place-cards can hang from the various points with ribbons.

Or suspend the parasol above the tea table to form a little bower, and tie a colored lantern to each point of the ribs. This is an extremely pretty arrangement. Serve among the refreshments, little colored glasses of sherbet,

in each of which is inserted a spray of some natural blossom, as the cherry flower, and call the ice cherry blossom water ice.

MERRY-MAKINGS OUT OF DOORS.

FOR PICNIC LUNCH BASKETS.

	Pressed Chicken.	
Baking Powder	Biscuit.	Lettuce Sandwiches.
	Eggs stuffed with Ham.	
	Olives.	Pickles.
Tarts.		Lady Baltimore Cake.
	Strawberries.	
	Lemonade or Grape Juice.	

In planning a picnic, it must be borne in mind that the fresh, out-of-door air begets hearty appetites. All men on a picnic care more for hearty food appetizingly served than for dainties. The carrying receptacle is the first item of interest, whether it be the fastidious young person who disdains an obtrusive-looking parcel, or pater-familias who openly avows his rooted objection to lugging a big heavy basket. There are new and altogether delightful lunch baskets or hampers for the family who have a motor car to stow them away in on their way to the picnic ground. These are of wicker or leather or aluminum, fitted completely for two, four or six people, the larger ones even including a folding table and efficient little stoves for heating water, etc. These range in

price from five dollars to one hundred dollars, and include, besides knives, forks, spoons, plates, cups, etc., can-openers, corkscrews, a chafing dish, and almost every aid to light housekeeping. For most of us, however, lightweight pasteboard boxes lined with oiled paper, something we can "tote" ourselves, and throw away at the end of the meal, still prove the most sensible and convenient means for transporting the lunch. In order to carry these easily, small straps with handles or twine with a wooden handle, such as the shops put around large bundles, may be used.

If necessary to carry plates, the cheap wooden ones will suffice, and may be left behind with the box when the meal is concluded.

Paper napkins are now within the reach of all, and they may serve as tablecloths as well as napkins. A box containing a good-sized tablecloth and dozen napkins may be purchased for ten cents, if one wishes to go to that extravagance. The salad or devilled eggs should have a box to themselves, and be neatly wrapped in oiled paper. If necessary to carry salad dressing, take in a separate bottle; olives and pickles can also be carried in bottles, while crispy radishes, neatly wrapped in oiled paper, add piquancy, with little weight, to the feast of good things. Salt and pepper, mixed, may be put in little paper cornucopias, one for each individual.

SANDWICHES FOR THE LUNCH BOX.

The sandwich, which is the backbone of the cold luncheon, admits of wide variation so that all tastes will

be satisfied. The bread may be white or brown, Boston, whole wheat or corn, rye or pumpernickel. It may be rolls or biscuit, cold gems or a loaf, but the filling must accord with the "binding."

The bread should be cut thin, but not necessarily crustless, and the butter will spread evenly if first creamed. After making the sandwiches, wrap at once in paraffine paper, and they will keep moist for hours.

SANDWICH FILLINGS.

These indeed are legion. A hearty and most delicious sandwich has chicken salad for its filling. Butter the bread lightly, put a layer of tender lettuce on each slice, for a binder to the salad, which should be plentifully moistened with mayonnaise. For a chicken salad filling, the meat and celery should be cut finer than for the salad when served alone. Wrap each sandwich separately in paraffine paper.

A delectable sandwich filling is made of equal parts butternuts, English walnuts or pecans, ground fine, and cream cheese moistened with sweet, thick cream and seasoned with salt. Grated American cheese may be used in place of the cream cheese, and melted butter be employed to blend the ingredients. Slices of tomato and lettuce, with dressing, make a good filling, as also slices of Swiss cheese cut wafer thin.

A good hearty sandwich is made of Boston brown bread with minced corned beef seasoned with made mustard and rubbed to a paste with a little butter, for the filling.

NEW POTTED THINGS FOR TEAS AND PICNICS.

Cheese filled with chopped nuts now comes put up in glass jars for sandwich fillings; also a paste of chicken and truffles to be spread thinly on bread and butter; while boneless imported sardines, domestic sardines put up in mustard, Holland herring, bloater paste, shrimp and sardine paste, caviare, boneless anchovies, each and all add variety and piquancy to the feast.

PICNIC POINTERS.

At a family beach picnic, the *pièce de résistance* was beefsteak broiled over the coals. A fire was made; then, when burned down, beefsteak cut in generous pieces was given each one, who put his portion on a forked stick and attended to his own broiling. Unlimited bread and butter, with radishes for the relish, made a most enjoyable repast.

Marshmallows toasted on the ends of sharp-pointed sticks, make a tasty finish to any meal.

When carrying coffee to an out-of-door meal, where it is to be cooked, tie the ground coffee into a square of cheese-cloth. This saves the necessity of using eggs to clear the coffee, or of straining it when made.

GREEN PEPPERS FOR SALAD HOLDERS.

Sweet green peppers, the seeds removed, and stuffed with salad, make an appreciated addition to the lunch box.

CELERY STUFFED WITH GORGONZOLA CHEESE.

This is one of the most popular hors-d'œuvres, whether served at a picnic, a "finger and thumb dinner" or even a state dinner or wedding breakfast. Take wide pieces of tender celery, and fill each one with any of the following mixtures: Gorgonzola cheese mixed with salt, pepper and chopped olives, green or ripe; cream cheese and walnuts or chopped olives; sardines mixed with yolks of hard-boiled eggs, or caviare and lemon. The narrow end of the stalk serves as a handle. When served indoors, the stuffed celery is chilled and thin crackers are passed with it as an accompaniment.

AFTER A MORNING IN THE FIELD.

A good substantial lunch prepared for boys who had spent a morning in the athletic field, consisted of baked beans, warmed up in a chafing dish that had been taken out into the pavilion. With it were substantial sandwiches filled with slices of ham and bologna sausage, pickles, cheese, home-made doughnuts and apple pie—a "bully spread" was the boys' dictum.

A FINE BIG LAYER CAKE.

While small cakes are much easier to carry to the picnic, a large home-made layer cake always awakens a chorus of "Oh's!" and "Ah's!" when released from its wrappings, and never is there a crumb left to tell the tale

of its excellence. If packed in a large pasteboard box, and not cut until the proper moment for its serving, it will remain fresh and not "messy," while the box can be thrown away after its contents are finished. For this purpose a chocolate layer cake or a Lady Baltimore cake leads.

LADY BALTIMORE CAKE.

The ingredients for this famous historical cake are one cupful butter, two cupfuls sugar, three and a half cupfuls flour, one cupful sweet milk, two level teaspoonfuls baking powder, the whites of six eggs and a teaspoonful rose-water. Cream the butter, add the sugar gradually, beating steadily, then the milk and flavoring, next the flour, sifted with the baking powder, and the stiffly whipped whites folded in at the last. Bake in three layer-cake tins in an oven hotter than for loaf cake. While baking prepare the filling. Dissolve three cupfuls sugar in one cupful boiling water and cook until it spins a thread. Pour over the stiffly beaten whites of three eggs, stirring constantly. Add to this icing, one cupful chopped raisins, one cupful chopped nut meats, preferably pecans or walnuts, and a half dozen figs cut in fine strips. Use this as a filling for the layers, and ice the top and sides of the cake with the same.

SANDWICHES IN QUANTITY.

In making sandwiches in quantity, it is well to remember that one pint of chopped meat or fish makes twenty-five sandwiches.

COFFEE FOR LARGE SOCIAL FUNCTION.

Allow one pound of finely ground coffee to each thirty persons. Put into bags made of cheese-cloth, which has been boiled before using, to free it from lint, allowing space for the grounds to swell. Put the bags in a boiler, and cover with cold water, allowing a gallon and three-quarters of cold water to each pound of coffee. Place over the fire, bring to the boiling point, and then push back, and after a little again bring forward. Simmer in this way for ten minutes, never letting it boil hard; then push back for ten minutes before serving.

A RUSTIC SOCIAL.

A RUSTIC SOCIAL is pretty and appropriate for any date in the fall of the year.

Invitations are written on squares of birch bark, decorated with gray lichens. Each form opens with a quotation from "Hiawatha" or other poem containing appreciation of the woodland.

The parlor floor is strewn with dead leaves, acorns, pine cones, etc.

A low wash-tub of wood or metal can be surrounded with a frame of poultry wire, in which ferns and other green things are thickly grouped, so as to hide the tub itself. A few water lilies are arranged to float on the surface of the water, as if growing there. If rustic garden chairs are at hand they lend themselves charmingly to the scheme.

A variety of contests suitable for a woodland setting affords the entertainer great choice in making up her programme. For example, the guests may be asked to spend a half hour fishing. This is done by means of the popular riddle game, where the answer to each question is the name of some fish. As: A prolonged cry? Wail (whale); a musical term? Bass; the mariner's dread? Rock; and so on.

Or a dozen cards can be distributed, on each of which is a number or a letter of the alphabet, and a pressed leaf, the latter neatly mounted with mucilage. Players are asked to identify the different botanical specimens given.

Again, a nut search, the nuts to be hidden in the dead leaves (as in nature) and elsewhere around the room, would be exciting. All kinds of nuts in season can be included in this search.

Booklets bound in imitation birch bark make attractive prizes in these games.

The supper table can be made extremely pretty. The centerpiece is a circular, flat mirror, banked with vines, on which is poised a canoe filled with water lilies or wild flowers. Tiny baskets of candy nuts are attractive for favors. To each is attached a card having the name of some guest written on it.

Or place-cards can be substituted. Any entertainer clever with brush and color box can make lovely ones of rough art paper, with woodland sketches in color.

AN AUGUST FAN SOCIAL.

WHEN in doubt for an August entertainment on the porch, make it a fan social, all the fun to be founded on fans of some kind, brought in different ways into the scheme.

The invitations should be written on cards cut in the shape of fans, tinted or not, according to the option and convenience of the hostess.

When the guests have arrived, each receives a palm-leaf fan with a slip of paper pasted on it. On the paper is written either a riddle or the answer to it.

The fun consists in seeing who can soonest find the answer to his riddle. The players first to match fans correctly win paper fans as prizes.

Another way to get up the same frolic, but without the riddles, is also worth describing, as some may prefer it. The entertainer should provide fans as alike as possible, to each pair of which some distinguishing difference is added. For example, a slight nick is made in the margin of one pair with a scissors; a faint circle is drawn with pencil on some inconspicuous part of the surface; a bit of thread cotton is tied to the handle. The two players first to match their fans correctly win prizes. Or this plan may be used as a device for finding partners for some other game.

In another round provide fans of white or pale-tinted paper, such as can be found among the very cheap grades in the large shops. Pencils are attached with ribbon to

the handles of the fans. Fifteen minutes is allowed in which to work out and execute a decoration for one's fan, which is drawn in pencil.

At the end of the allotted time, the hostess collects all fans and awards a prize (which might be a book on the lore of fans).

A puzzle game of fans would be appropriate. The idea is a series of riddles or puzzles to be answered with words beginning with the syllable "phan" or "fan." Examples of such a series follow :

A girl's fan? Fanny.

An excitable, extravagant fan? Fanatic.

A Chinese fan? Fan-tan.

A trumpet fan? Fanfare.

A dance fan? Fandango.

A fan seen among pigeons? Fantail.

A musical fan? Fantasia.

An ethereal fan? Phantom.

A whimsical, imaginary fan? Phantasy.

Men and women (if the party is a mixed one) play together to work out the answers. A prize is adjudged to the lady of the pair whose list is considered best.

FAN RACE.

By way of a change from the sedentary games, have a fan race. For this a course is agreed on in advance. Each player receives a downy feather and a fan, the former to be wafted with the latter. The winner in each

race matches a newcomer, and this continues until but one player remains. The feather can be caught on the fan if it threatens to fall, but must not actually reach the ground, as in this case the player is out of the running.

“AS YOU LIKE IT” GARDEN PARTY.

INSTEAD of providing a contest or other sports in which all guests are expected to join, the hostess leaves each arrival free to spend the hours according to fancy. Various ways of passing the time are provided; the visitor dips into this or that, as whim decrees. For example, a couple of card tables are placed under the trees for those who feel energetic enough for whist or euchre. A corner containing conversational rocking chairs tempts those who feel inclined toward a chat. Some of the ladies will enjoy a bit of fancywork. To meet the requirements of this pastime, the hostess produces a half-dozen unembroidered doilies stamped for working, with needles, floss and scissors. Again, the fancywork may take the form of a chirographic cushion or table cover, on which names of guests are written with lead pencil, and afterward embroidered, retaining as far as possible the character of the autograph. Ices, cakes and coffee are passed from time to time by a maid. A bowl of claret punch or lemonade wreathed with vines, and a tray of small colored punch glasses should occupy a table at some convenient point. Hammocks, books, photographs, croquet, tennis and bowls are other means of enjoyment which should be arranged for if it can be done with convenience.

FOR PICNIC TIME.

A PICNIC no longer necessarily means a large and semi-public gathering, to be conveyed in vehicles to woods or fields at a distance.

The hostess with a pleasant orchard or strip of woods near her home can entertain a number, either large or small, in rustic fashion, with a minimum of trouble and expense.

Steamer chairs, wicker couches and other comfortable seats should be arranged in the shade of the trees. A bowl of iced lemonade, to be occasionally replenished from the house (with lid to protect against insects) can be placarded "The Spring," and occupy the broad top of a tree stump.

Provide palm-leaf fans or inexpensive paper ones in abundance. If these are to serve as souvenirs, choose fancy articles, costing not more than fifteen or twenty-five cents apiece, write the names of the different guests on them with lead pencils, and attach them to the lower limbs of trees by means of loops of ribbon. Each woman in the party can search for the one bearing her name.

One pretty feature when the picnickers are young people is a post-office formed of a hole in a tree. A box of paper and envelopes, with pen and ink, are left near the post-office (the latter clearly labeled, of course).

At any time during the afternoon the picnickers are at liberty to write a letter to any other member of the party, slipping it into the box.

The contents of the box are not distributed until

shortly before the party breaks up, when the contributions, many of them anonymous, will give rise to much merriment.

SOUVENIRS.

The hostess may make use of this P. O. box to distribute any little gifts or souvenirs she has under consideration for her friends. Or such trifles can be wrapped in pretty, ribbon-tied packages and attached to the lower limbs of trees, to bushes, etc. The fun of searching for them and examining them when found will occupy a half hour pleasantly.

Additional prizes can be given for the greatest number of four-leafed clovers found by any picnickers during the course of the afternoon. Pins with heads in the form of lucky clovers make attractive awards. Pen-wipers and other desk belongings can also be found in the same appropriate shape.

GAMES UNDER THE TREES.

A quiet game to play under the trees is called Adjectives. This is not the familiar one, where adjectives are filled into blanks in the text where they occur, but something different.

For it you will need a book of some kind, preferably fiction. Write on as many slips of paper as there will be players the numbers from one to twenty, or to thirty, as the case may be. Each member of the party selects one from a hat or basket.

Some one then opens the book at random, and players

take turns in reading aloud until some adjective is reached. The person holding slip No. 1 gives a signal for discontinuance of the reading, and, amid general silence, rises and pantomimes the adjective just read—a proceeding which is fraught with amusement to all concerned. The reading is afterward resumed, the player holding second slip taking the second adjective. In the same way, player with third slip, third adjective, and so on.

WHO IS IT?

Another simple, yet entertaining, guessing game is styled "Who Is It?" Players sit in a circle, and one of the number, to begin, is told to secretly choose another person in the company as the temporary subject of his thoughts. When a selection has been made, the rest of the company begin to question the player who made the choice, concerning his subject.

Any questions are allowable regarding the appearance, disposition, etc., of the person in mind, except concerning the name. These questions and their answers will create much fun when the name of the subject is revealed.

Some player, to his amusement, is certain to find that he had been querying with regard to himself.

When one subject has been guessed, the player next in line is asked to choose one, and the guessing continues as before.

THE SHELL SEARCH.

An interesting feature for a picnic assemblage of any age on the sand is a shell search, the interest of which

lies in seeing who can, in the half-hour allotted for it, discover the greatest number of shells.

Each shell must be of a different class, and must be perfect. Wee baskets, tied with ribbons, or simply paper bags, are distributed for holding the shells.

Give shell ornaments, a shell necklace, paper weight or inkstand for an adult contest; baskets of shells or sea-shore buckets and other appropriate toys in a search arranged for young children.

SAND PICNICS.

For a sand picnic a new version of the Klondike game has been found very exciting.

Inexpensive gifts, adapted to the ages and tastes of the company, are tied in packages and buried in the sand, to be searched for by the picnickers.

The burying of the treasure is usually accomplished by some one who comes upon the scene in advance of the other members. But where (owing to the fact that the company come from a distance, and must arrive in a body) this is found impossible, the entertainer must contrive otherwise. For example, the players may be despatched along the beach for a shell search. While they are absent, the treasure is buried. Each prospector should be given a toy shovel. Any bundle unearthed by him is his, according to the rules of the game.

This Klondike can be arranged with equal success for a grown-up or a juvenile contingent, with simply a change in the nature of the "treasure." A more or less secluded nook is necessary to the success of the game.

A GARDEN PARTY.

For any one who has a pretty lawn a garden party is a delightful way of entertaining, and one of the easiest. Rugs should be spread on the grass in shady places, two or three hammocks, with gay cushions, swung under the trees, and chairs and small tables grouped in a way to suggest sociability. On each table have a pretty cover that will wash, and a vase or bowl of flowers, buttercups, daisies and clovers.

There may be croquet and tennis, archery or a bean-bag contest for those who feel energetic, though where there are a lot of young people who have so many affairs of absorbing interest in common to talk over, there is no necessity of providing any social amusement. A dance on the lawn is delightfully picturesque, and an amateur fortune-teller in gypsy dress, who can predict interesting futures in keeping with the character and aspirations of the classmates she knows so well, adds much of interest and success to the afternoon. Refreshments are simple, as befits the hours, which are usually between 4 and 6 or 5 and 7. There is a refreshing fruit punch, which is a strong lemonade, quite sweet, to which is added strawberries, a can of pineapple, an orange sliced thin, and plenty of effervescent water; sandwiches (and, if wished, a salad), an ice or frappé, and small cakes. These are served from a large table by maids in black dresses, white caps and aprons, or, more informal still, the young girl friends of the boy or girl giving the party.

Among the dainty sandwiches and cakes suited to a lawn party are the following:

ROSE PETAL SANDWICHES.

Flavor fresh unsalted butter, if you can get it, with rose, by packing in a closed vessel surrounded by a thick layer of rose-leaves. The more fragrant, the finer the flavoring imparted. Allow them to remain overnight. Cut the bread for these dainty sandwiches in thin strips or circles, spread each slice with the perfumed butter, and place several petals from fresh roses between the slices, allowing the edges to show. Sometimes angel cake is used, spread with jelly made from rose-leaves or orange marmalade.

CHOCOLATE SANDWICHES.

Grate the unsweetened chocolate, then sweeten to taste with sugar. Melt a little butter in a small saucepan, add the chocolate to it, then take from the fire and cool. Moisten with a very little cream, plain or whipped, and spread between thin slices of white bread.

RUSSIAN SANDWICHES.

Chop some olives fine, and moisten with mayonnaise. Slice tender bread in thin narrow strips and spread one-half with the chopped olives and the other half with caviare. Press together and put in pairs.

LETTUCE AND CHICKEN SANDWICHES.

Cut thin slices of white bread, and butter. Cover with finely shredded, crisp lettuce, then a thin slice of

boiled or roasted chicken. Cover with another thin slice of buttered bread, press with a knife and cut in small oblongs, diamonds or other fancy shapes.

GINGER SANDWICHES.

Chop preserved ginger very fine, and moisten with the syrup until of spreading consistency. If liked, add a few chopped dates or figs to the paste. Spread between thin slices of white or brown bread, then cut in strips or circles.

HICKORY NUT MACAROONS.

Mix together one heaping cup nut meats chopped fine, one cup sugar, two well-beaten eggs, and five even tablespoonfuls flour. Drop on a paper-lined baking sheet, by the teaspoonful, and bake in a moderate oven.

COCOANUT MACAROONS.

Add to a scant cupful sifted flour, one cupful granulated sugar and two cupfuls of the best shredded cocoanut. Mix thoroughly, then fold into the mixture the whites of three eggs whipped to a stiff froth. Make into small flat cakes and bake in a slow oven until crisp and a delicate brown.

A RURAL REPAST.

IF the picnic party is to include several families, or groups, it is far wiser to come to an amicable under-

standing beforehand as to "who shall bring what." Otherwise, when gathered at the festal board on the lap of Mother Earth, there may be found a superfluity of sandwiches and no cakes or relishes; or all "tiny little kick-shaws" and no substantials. Almost every woman has a specialty, which is a good thing to consider when pooling gastronomic chef-d'œuvres.

The following bill of fare was enjoyed at one most successful outing:

Lettuce and Mayonnaise Sandwiches.		
Swiss Cheese Sandwiches.		
Egg Rolls.		
Devilled Eggs.	Pimolas.	Pickles.
Saratoga Chips.		
Nut Cake.	Home-made Chocolate Fudge Cake.	
Peaches.	Plums.	Bananas.
Home-made Blackberry Shrub.	Lemonade.	

The shrub and lemon juice and sugar were in bottles, ready to be diluted with water from the park fountain, not far away. A small tin pail brought in a paper cereal box, but carried back in the emptied lunch basket, was the intermediary between table and fountain.

The sandwiches were all moist and delicious.

The lettuce sandwiches were made from the regular sandwich bread, cut thin and even, lightly buttered, two heart leaves of lettuce spread with mayonnaise as a filling. These were all wrapped in paraffine paper.

SWISS CHEESE SANDWICHES.

These were made of whole wheat bread, lightly buttered, then wafer-thin slices of Swiss cheese laid between the bread-covers.

EGG ROLLS.

The finger rolls were split and buttered, then spread with the mashed and seasoned yolks left over from the devilled eggs.

DEVILLED EGGS.

There were a dozen of these, each wrapped in paraffine paper, and packed in one of the little egg boxes, divided into a dozen compartments. This proved an admirable way of carrying them, as there was no chance of their being crushed. The eggs had been boiled exactly twenty minutes, the water drained off and cold water put on. After standing until cold, they were peeled, then cut in two crosswise, with a sharp knife, that left no ragged edges. As fast as cut, the yolks were pressed out into a pint bowl, and the two emptied halves placed together, so there would be no trouble in fitting "partners" when filled. After all were cut and emptied of the yolks, the latter were mashed with a fork until fine and crumbly, then seasoned with salt and paprika. A couple of tablespoonfuls of mayonnaise, enough to moisten, came next, with just a dusting of fine minced parsley. "Sometimes," explained the one who brought the eggs, "I substitute melted butter and French mustard for the mayonnaise. Sometimes I use sauce tartare, and again a little thick cream to moisten, or a good seasoning of chopped pickles or olives. There is no hard-and-fast law about seasoning. After it is all smooth and creamy, each cavity of the egg halves is filled, scraped smooth with a thin-bladed knife,

the two halves adjusted, skewered together with wooden toothpicks, then wrapped in paraffine paper."

CHOCOLATE FUDGE CAKE.

This was most delicious, the fudge frosting being a comparatively new departure.

The cake itself was a one-egg cake, baked in two layers. Beat to a cream one-half cup butter and one cup sugar. Add one egg beaten light, one cup of milk, in which a half teaspoonful of soda is dissolved, two cups flour, sifted with a teaspoonful cream of tartar, and a teaspoonful vanilla to flavor.

The fudge frosting was used as a filling, and to spread over the cake, and was made as follows: Mix together thoroughly two cups granulated sugar and four teaspoonfuls powdered cocoa, which is easier to manage than chocolate. Add two-thirds cup milk or cream, preferably milk, in which case use a tablespoonful and a half of butter also. With the cream a scant tablespoonful of butter is sufficient. Put over the fire in a saucepan, where it will cook quickly. When it gets to a hard boil, push back, to simmer, until a little dropped in cold water turns waxy, but not brittle. After taking from the fire, beat until the right consistency for spreading.

BLACKBERRY SHRUB.

Pour over six quarts berries just enough cider vinegar to cover, and let them stand thirty-six hours. Wash and strain through cheese-cloth, squeezing hard to extract

every particle of juice. Allow a pound of sugar to each pint of juice and boil just five minutes in a porcelain-lined kettle, then bottle and seal. When ready to serve, allow two tablespoonfuls of this shrub to each glassful of very cold water. Raspberries and black-caps are prepared in the same way.

FOR A MOUNTAIN PICNIC.

IN preparing a picnic luncheon, the occasion and attendant circumstances must determine not only the character of the *al fresco* meal, but also the amount of camp equipage essential to its serving. The wheelman and pedestrian soon learn to dispense with everything but essentials, while the boating crew or mountain party may revel in such luxurious accessories as camp kettles, a bundle of dry kindling, hatchets, hampers, pails of ice, a chafing dish and dishes galore.

When the start is to be made in the early morning, much of the work of preparation can be done overnight. The meat for the sandwiches may be chopped, eggs boiled and devilled, chickens broiled or fried, pickles and olives bottled, cakes or pies packed in pasteboard boxes, fruits selected and dishes set out for the morning packing.

In a summer home in the Catskills, where mountain picnics form a frequent and most enjoyable feature of the out-of-door life, the packing of the luncheon has been reduced to a science. A large biscuit box, that will slip under the driver's seat, has a cover on hinges and holes cut in the sides to serve as handles. This holds, by close

packing, the plates, cups, knives, forks and spoons for eight or ten people, the big tin pan of broiled chickens, the great box of varied sandwiches, the pickles, olives and quart can of lemon juice and sugar ready for lemonade, boxes of devilled eggs, cakes and tarts. A six-quart tin pail supplements the box, and contains the fruit, which may afterward be emptied out and the pail used at the noonday halt to bring water from the mountain spring.

GOOD THINGS FOR THE HAMPER.

If the time allotted for the noonday refection is ample, kettles and a frying pan are taken along, coffee is made, brook trout fried with crispy pork, potatoes are roasted or green corn boiled. If, as is often the case, the objective point is at a distance, and the noon halt necessarily limited, the feast must be made ready in advance.

The roll-call of edibles for eight vigorous mountain appetites is found to include forty small triangular sandwiches, with fillings varied to taste, of chopped or seasoned meats, jam, chicken, veal or tongue, cream cheese and lettuce with salad dressing, anchovy or nasturtium leaves sprinkled with salt. Two broiled chickens, or one roasted fowl of generous proportions, are added, as well as a dozen devilled eggs, a quart bottle of pickles or olives, two boxes of sardines, with two lemons to eat with them, the juice of a half dozen lemons for the lemonade, a loaf of home-made cake, cookies for solace on the journey and a two-quart can of coffee carefully seasoned. In addition to individual cutlery there should be a sharp knife, a can-opener, a salt and pepper shaker and paper napkins.

Over the top of the box spread the picnic tablecloth, scrupulously clean, even if somewhat dilapidated. Fruit should always be provided according to the season, running the gamut from cherries to grapes, with special deference paid the watermelon.

HOMERIC KABAB.

Over the camp fire all things are possible, but the kabab—a dish as old as Homeric days—is one to conjure with. Having made ready a glowing bed of coals, set up two notched sticks at either end and across this hang a withe of willows or other wood, strung with inch pieces of lamb or beef, alternating with slices of onion or eggplant. Keep this withe turning, spit fashion, until deliciously browned, and sending forth an aroma that would make the mouth of a wood nymph water. Season with salt and pepper and give thanks.

CAMP COFFEE.

Allow four tablespoonfuls coffee, mixed with half an egg and the crushed shell, to one quart of water. Pour the cold water over the coffee in pail or pot, shake vigorously and set on hot stones or hang on the crane. Allow it to come to a boil, boil rapidly four minutes, settle with two tablespoonfuls cold water, then serve.

TO KEEP THE BUTTER COLD.

Campers and picnickers often find it difficult to get ice, and in consequence their butter wanes before their eyes.

The following expedient to keep that useful commodity intact has been proved successful: Procure an ordinary flower pot and saucer of any size preferred. See that it is thoroughly clean and dry. Take an ordinary glazed plate or dish, and on this place the earthenware saucer inverted. Fill the plate with cold water up to the top, but not over the saucer, and stand the flower pot over it to form the cooler. The hole at the top of the flower pot allows free access of air, and the porous sides of the pot, while they hold water, permit the air to pass through.

PHILANTHROPIC FUNCTIONS.

ROUND TABLE SUPPER.

A STUDIO SUPPER recently given by a young artist in New York was made unusually lively and informal by the unique manner in which the hostess arranged that her guests should be served.

A round table was selected, and directly above this a large wooden hoop was suspended by elastic bands from the chandelier.

On this were hung small baskets containing olives, salted nuts, celery, etc., so that each guest could pull the hoop down to help himself.

On the table were placed automatic toys—automobiles, trolley cars, etc.—containing favors on which were written the names of the guests. At the beginning of the supper these were wound up and started off, and the guest was requested to seat himself wherever the toy

containing his name stopped. This, of course, created great merriment, and all formality was immediately dispersed.

The "buttons" of the studio building was dressed up as a French maid, and was sole "waitress" for the occasion. He was provided with a child's express wagon, in which he would bring in the various courses, each one helping himself as the wagon passed him. The courses were removed in the same manner, each guest placing his "debris" in the wagon.

The repast was a very simple one, and the entertainment as a whole very inexpensive, yet the guests were unanimous in their expressions of the evening's real enjoyment. This seems to verify the old adage that "it's not the bread and butter, but the way it's spread," and the hostess who can imbue her hospitality with simplicity, individuality and originality is sure to be popular.

NOVEL FEATURE FOR PUBLIC EUCHRE.

TO REPLACE the annual fair, which had become trite and tiresome through endless repetition, the six members of a church committee tried a new plan this year. A series of progressive whists or euchres was arranged in the parish hall, and each member became patroness of the affair for a single afternoon, inviting her special friends to subscribe for that date, and working generally to make it a success.

Of course, any one buying a ticket was received and welcomed on any day of the series, but the fact that

particular friends knew on what day to meet each other added to the pleasure. Each patron was allowed to select the game to be played on her special day.

NEW IDEAS FOR CHURCH FAIRS.

A MOTHER GOOSE FAIR.

HAVE aides of both sexes costumed like the time-honored characters from "Mother Goose," and have them vend wares which are in keeping with their impersonations. For example, Mother Goose herself, costumed in peaked hat, short petticoat and high-heeled slippers, could preside over the toy booth with a special line of toy books, including the famous nursery rhymes. Her stall should be conspicuously placed as near the door or the center of the room as possible, an honor befitting the central figure. A little further on have the Queen of Hearts, selling various delicacies, among which are some delicious tarts and tiny red candy hearts tied with baby ribbon. The Queen is dressed in white, her skirt being decorated with red hearts cut from paper and pasted on the fabric. Her belt is of hearts graduated in size. She wears a gilt paper gown and a necklace of tiny hearts. At this same booth Simple Simon, dressed as a clown, helps dispense the good things, with special emphasis on generous slices of different kinds of pie. Of course, there will be a plump little Jack Horner, with an enormous sawdust pie containing gifts wrapped in tissue paper, which he sells by the spoonful.

Old King Cole is costumed in black robes with decorations of silver paper and a false beard. He sells the contents of his famous bowl (in this case lemonade). He also has in stock all kinds of smoking requisites—cigars, pipes, tobacco, ash trays, pipe racks and pouches for the fragrant weed.

The flower booth will be in the fair hands of Mary, Quite Contrary, wearing a picturesque garden frock and a hat trimmed with flowers. "Mistress Mary" vends single flowers, bouquets of violets, arbutus or any bloom in season, as well as flowering potted plants, bulbs and seeds.

Bo-peep has a stall devoted to dainty things in wool—pretty Iceland wool scarfs for evening wear, afghans, shawls, etc. Her booth should be decorated with boughs of green from which depend tiny woolly lambkins from the toy-shop, or sheep-tails made from raw cotton. She might vend also, as a novelty, articles done up in (cotton) wool in the form of tiny bales. Bo-peep wears charming eighteenth-century shepherdess dress, and carries a crook surmounted with a knot of artificial flowers and ribbon.

Miss Muffett's stall is given up to a huge cobweb, made of shiny new wire, in which hang huge spiders made of brown tissue-paper, with large beads for eyes. In the body of each is a fortune written in rhyme and so worded that it is applicable to a purchaser of either sex. The patron pays five cents, which entitles him to draw from a box a ticket bearing a number. This number corresponds to that attached to some one of the spiders, which he then obtains. The fortune enclosed relates to the purchaser.

Charming, too, will be the maid who is in the garden hanging out the clothes. Instead of a regulation stall this damsel has as her field of endeavor a square grass plot made with baize and toy-shop moss, or even with real sod. Across the green are stretched several strips of new clothes-line, with handkerchiefs and other dainty lingerie belongings attached with new clothes-pins. Each article is clearly marked with a price.

A novel variation of the popular rummage sale could be arranged in connection with this feature, in the form of a large-sized laundry basket filled with miscellaneous white goods, to sell at a uniform price.

Many other characters from the famous nursery rhymes can be developed in the same way, to meet the requirements of a larger fair, but these examples will serve to illustrate the idea. If music is practicable, it might well be furnished by "the fiddlers three" of his majesty King Cole, and if a special doll booth is wanted, nothing could be more attractive than a huge shoe full of them, at different prices, presided over by the old woman who "had so many children she didn't know what to do."

THE SEVEN AGES BAZAAR.

That famous passage from "As You Like It," in which the seven ages of man are sketched with such fidelity, makes, with some modern alterations, a splendid motif for a bazaar. By taking a few liberties with the Shakespearean text, seven stalls or divisions can be evolved, each offering goods specially applicable to some particular age in woman.

FIRST, THE INFANT.

Here all kinds of dainty baby belongings are in evidence, varying from rattles or rubber toys to afghans, caps, sacks, baby-pins, embroidered muslin pillows, crocheted coverlets, toilet baskets and hampers, soaps and powder, pincushions, bootees, standard infant foods, and the hundred and one other things required in the service of His Majesty Baby.

THEN THE SCHOOLGIRL.

This booth should be developed to include all the needs of school children. School bags, tablets, pencils, pens, ink—in fact, all kinds of school supplies—are shown, but the idea can be extended to embrace young folks' story books, games of various kinds, athletic supplies and favorite candies. The paper lunch-boxes, packed with school lunches, would meet with appreciation on the part of young and old.

THEN THE STUDENT.

This booth is given over to college goods. It includes college banners and pins, cushions, table scarfs, etc., worked in the colors of the local university or normal school. New books, framed pictures and photographs, cut flowers and chocolates by the pound, should also be included.

THEN THE BRIDE.

At this stall, articles suitable for wedding gifts are very appropriate. Framed sketches of the American girl as a bride, or books of pictures by popular illustrators, representing her in this lovely phase, are suitable. The little white bound "bride books" intended for preserving relics of the wedding day, and diaries for the honeymoon entitled "Their Wedding Journey," should be in stock. Dinner cards with bridal motif, slippers, orange blossoms, etc., are popular for engagement as well as wedding festivities. Rice or confetti in dainty receptacles. The list of articles in this booth is very wide.

THEN THE MOTHER.

Here charming framed groups of mother and child are sold, kindergarten toys, books on children (serious essay or humorous story), mother songs of all lands, aprons, kimonos, neckwear, sewing baskets, shoe and laundry bags, and sewer's "findings."

THEN THE HOUSEWIFE.

Household goods of every description are appropriate to this booth. They may include everything from tinware for the kitchen to tablecloths and toweling. Dish-towels and dusters will find a ready sale, and the homely scrubbing soaps and cleansing powders may be profitably displayed and easily sold.

LASTLY, THE GRANDMOTHER.

This should be a charming stall, with its hand-knit scarfs and neckties, its home-baked cakes, pure jams, preserves and pickles, maple sugar, baked beans, pepper-cabbage and other such homely things, which will be enthusiastically received. Little gifts in the way of comforts for the elderly members of the family should be shown in variety—such as books in large type, footstools, foot-warmers, fleece-lined gloves and slippers, house-pockets and magnifying glasses.

ADVERTISERS' SALE.

Letters are written to several hundred advertisers, whose wares represent the entire gamut of merchandise and edibles, requesting a consignment of goods to be sold for charity, with the understanding that they will be extensively advertised. Sometimes advertisers are willing to supply printed matter to be distributed with the goods, and placards to be displayed above the booths where they are sold.

Being obtained for nothing, the wares can be sold at ordinary market price or even below it, thus avoiding one of the great objections to charitable sales—the absurdly exorbitant rates demanded. Dress materials by the bolt, lace in large quantity, dictionaries or encyclopedias, silks, rugs, or anything of value, can sometimes be raffled off to better advantage than sold in the ordinary way.

THE CROSS-ROADS GROCERY.

If the hall is a small one, a broad counter may be built around three sides of it, after the fashion seen in country stores. Back of the counter place shelves divided off into small compartments. Arrange the different kinds of goods on these shelves, each in a separate compartment. In this way you will avoid confusion. Strew the floor with sawdust.

A FAIRY BOOTH.

This booth should be tended by boys costumed as little elves in true fairy green, with tall peaked caps. Boys of twelve and thirteen, able to sell articles and "make change," are necessary to impersonate the fairies, but owing to their unusual costume they look much less than their actual height.

The background of the booth may be banked with artificial branches, to which are tied nuts made of brown crinkly crêpe paper, and containing the usual cheap prizes to be sold by the little gnomes. Sunk in the counter, and banked around with artificial vines, moss and leaves, have a tank of lemonade and various kinds of fairy edibles wholesome for children. The branches on one side of the booth only should be hung with the fairy nuts, but on the opposite side have the Lollipop Tree, with its charming name blazoned on a placard. This may be a huge branch covered with pink, white and yellow sugar plums in the form of stars, crescents, etc., caught into the green with wires to look as if they were growing there. Of course,

these are sold to the visiting children at five or ten cents each.

A HOLIDAY BOOTH.

A booth for Christmas would have roast turkey, whole or sold in portions, cranberry jelly, pumpkin and mince pie, plum pudding, cake, candy, etc. Housekeepers who like to have the time-honored dainties, yet find the complete menu a task, gladly eke out the shortcomings of the larder by patronizing such a booth. The good things being solicited as donations from the best housewives of the community, are naturally of the highest quality, and should bring even more than the market prices. Green and scarlet crêpe paper, with wreaths and sprays of holly and mistletoe, set off with tufts of cotton batting to look like snow, would be most attractive, and cost very little.

For a Thanksgiving booth, decorations of yellow and green crêpe paper, with garlands of tiny pumpkin lanterns, either real or artificial, are extremely effective. Or corn, wheat and other harvest-home symbols can be intertwined with artificial scarlet poppies (millinery or paper) with delightful effect.

A DELICATESSEN BOOTH.

Here cold edibles, already cooked or otherwise prepared for the table, are sold in small portions at so much a slice or a helping. The booth is arranged with shelves and a counter to simulate a shop, and is waited upon by a portly couple in aprons. On one side of the counter is a row of plates with knives, forks, spoons and paper napkins.

The would-be purchaser helps himself to these, and after making a choice of edibles, retires to a small table to enjoy what he has bought, returning, if need be, to replenish his supply.

THE CRYSTAL GAZER.

Instead of the hackneyed gypsy or palmist, as a fortune-teller at fairs, the booth wherein the veil of the future is discreetly lifted for a modest coin is now occupied by a "Crystal Gazer," the latest and most fascinating of seers. The gazer is sometimes a man, costumed as an Oriental, with flowing robes and turban, but sometimes a woman in Eastern dress. The crystal is the glass ball now sold in all Oriental shops, for the purpose, and supposed to possess magic properties. The balls can be had in any size, from that of an egg to one of six or eight inches in diameter.

In order to read the future correctly, the seer begins by warming the crystal in his hands, when, after a certain number of minutes, pictures will begin to appear in it, visible to him alone. These pictures relate to the future of the fate-seeker, and by means of them the interpreter is enabled to describe with a certain degree of detail the appearance of persons of the opposite sex who will play important rôles in the history of the subject. Other imaginary information of equal interest can, of course, be added at will.

SUGGESTIONS FOR A CHURCH SOCIAL.

IN planning for a church social, there is such a wide variation in ages, tastes, education and home environment to be taken into account, that the entertainment committee necessarily finds itself confronted by a difficult problem. In some churches the latitude allowed for amusement is much wider than in others, and a play of local talent fills the bill acceptably. In others, anything savoring of "theatricals" under that name is tabooed, but dialogues, tableaux or character impersonations are enjoyed.

Following in the politic footsteps of Paul, who said, "If meat make my brother to offend, I will eat no meat," it is best to forego anything rather than offend one of the least of these, the brethren.

An old-time district or singing school, or an old-fashioned spelling match, usually gives plenty of fun for all.

"A Greate Singing Meetinge," where ye old folks of 1776, or thereabouts, did themselves proud, was recently held at a State normal school in the West, and scored a great success.

The programme was so full of excellent suggestions for a similar entertainment that I make extracts from it:

"Ye doors will be open at half-past seven of ye clock, when ye new-fangled lighting candles will be lighted, Providence permitting.

"Hereinbelow is gaven a lyste of ye names of ye musickers, to wit: Ye head tymest, Jonathan Lycurgus Johnston and his singing class; ye harpischordists, Mistress

Green Irish and Mistress Malinda Triphena Johnson; solow fiddler, Herr Karl Christian Schmidt; also Maurice Hemingway Blome (if his rheumatiz will let him come), and Fidelia Bellamy and Lemuel Consolation Corbell."

FOUR PART TUNES BY YOUNG WOMEN.

"Four Young Women will sing four part tunes—if ye young menne waiting on them can get them to ye Halle in time—Leonora Christina Schmidt, Lucy Olivia Griffin, Irma Ophelia Schmidt and Ellen Margaret Blome.

"Maria Alice Hough will sing a tymely song (if her cough is better).

"N. B.—Ye singing class of young menne and maidens are too bashful to have their names seen in print."

At the conclusion of "Ye First Halfe," according to the programme, a rest for the following purpose was given: "A reste will now be taken to let ye singers breathe and allow ye people to enquire of their nabors. Ye young menne can now aske ye maydense to their company home."

"P. S.—Ye actions of ye young menne and maydense will be observed by Dominie Abner Jehosaphat Matthews, and any levity, sparkinge or other unseemlie conduct will be taken note of and publicly reproved in due course of time." The second half of the entertainment was equally as pleasing as the first, and concluded with the closing song by the entire chorus, in which the audience was asked to join, "The Dearest Spot on Earth is Home, Sweet Home."

GRANDMOTHER'S ALBUM PERFORMANCE.

Another successful entertainment in a Connecticut church was called "Grandmother's Album." A young woman dressed in old-time garb impersonated a dear old grandmother showing her album to friends. A large frame was covered with red cloth and had a hinged cover resembling a large book. As the cover swung back, pictures representing scenes and characters from "Wayback" were introduced and explained with great minutia. This gave a fine chance for witty anecdotes and historical facts connected with individuals and the town's early history.

Among the pictures were the old church choir, taken singing books in hand, the ancient parson and wife, deacons and sextons, members of the sewing circle, and a large number of "grandma's relatives." It is needless to state that the pictures were "living," made up for the occasion.

WAXWORKS ARE AMUSING.

History told in tableaux proved extremely interesting last winter at a parlor entertainment.

Those who took part in the tableaux were in costume, while many of the men and women who did not take part affected the early Dutch and Colonial dress. The programme began with a "Song of Freedom" by the entire company. This was written expressly for this circle, but could be replaced by "The Star Spangled Banner" or "America." The general subject for the evening was

"Emancipation," and the programme was divided into three parts.

Part I was devoted to the "Emancipation by Washington from the Yoke of British Tyranny." Part II was of the "Emancipation by Lincoln from the Yoke of Slavery," and the third was "The Emancipation by Christianity from the Yoke of Heathenism."

Among the characters represented were Cornwallis, Powhatan, Pocahontas, An Indian Maid, Abraham Lincoln, Lafayette, Columbus, Peter Minuet, Jefferson Davis, William Penn, etc.

SUCCESSFUL CHURCH SUPPERS.

AN INTERNATIONAL SUPPER.

A SUCCESSFUL means of raising money, discovered by an urban church committee, was an international supper.

The hall was hung with the flags of all nations in graceful groupings, and decorated with photographs and other views of foreign countries.

The supper was a buffet affair, served at two tables representing, respectively, the Eastern and Western hemispheres.

Each viand represented, by its name or nature, some country or part of the world, and from the dish itself waved a miniature flag of the nation in question.

The dishes were as follows:

German Coffee-cake.	Boston Baked Beans.
Wienerwurst.	Japanese Rice Wafers.
	Mocha and Java Coffee.
	English Roast Beef.
Oolong Tea.	Japan Tea.
	Irish Potatoes (baked).
	Philadelphia Scrapple.
Scotch Oatmeal Cakes.	Italian Macaroni.
	Turkish Delight.
	French Pot au feu (bouillon).
Pfeffernusse.	Maryland Biscuit.
Chinese Chop-suey.	Spanish Olla Podrida.

The entrance fee of seventy-five cents entitled the patron to his choice of the different viands, and as much of each as he could consume with comfort.

Guests helped themselves, as at an evening refreshment. Plates and fresh silver were obtained as required from a nearby buffet.

A NATIONAL SUPPER.

A picturesque variation of the international supper is one where only Uncle Sam's domain is represented, and the dishes are all of American origin or nomenclature. From every corner of the board, surmounting the different dishes, wave tiny American flags. Among the national dishes possible to such a feast are:

	Maryland Fried Chicken with Carolina Rice.
	Philadelphia Scrapple.
Boston Brown Bread.	Boston Baked Beans.
	California Grapefruit.
	Virginia-cured Ham.
	New England Maple Sugar.
	Chesapeake Oysters.
Atlantic City Fudge.	Florida Oranges.
	Chicago Beef (cold roast).
	Lady Baltimore (cake).
	Indian-meal Muffins.

CONUNDRUM CHURCH SUPPER.

Yet another jolly plan for a church supper, particularly one arranged on a rather smaller scale than the foregoing, is based upon an amusing conundrum menu. Each guest at the table is furnished with a written or printed bill of fare on which every edible is represented in riddling form. The participant must order his supper by means of the riddles, either by, or without guessing the meaning of each.

Opposite every item on the menu is the price, patrons paying *à la carte* for whatever they order. Examples of the dishes in riddle form are:

Son of Noah in Thin Slices, 5 cents portion (Ham).
 Coldcut Talker, 5 cents portion (Tongue).
 Maid of Orleans, 1 cent (Molasses Taffy).
 Sorceresses of the Dessert, 5 and 10 cents (Sandwiches).
 Spinster's Solace, 2 cents (Tea).
 Golden Nuggets in White Jewel Cases, 5 cents each (Eggs any style).
 Taken in Winter and a Letter, 3 cents (Coffee).
 A Mischievous Young Goat, 2 cents (Butter).
 Turns Over and Over, 5 cents (Rolls).
 The First Temptation, baked, 3 cents (Apples).
 Uncomfortable Predicaments, jumbled, 2 cents (Mixed Pickles).
 Nuts That Never Grew, 1 cent apiece (Doughnuts).
 Absorbent Marine Dainty, 2 cents apiece (Sponge Cake).

Each person having ordered a dish by conundrum, was obliged to accept the dainty it called for whether successfully guessed or not, as no mistakes were rectified by the serving committee.

A RUBBERING PARTY.

A GIRL who is always originating new things, sent out little notes of invitation asking her friends to a "Rubbering Party." The missives were worded in the usual way except that at the bottom of each sheet were found the words, "Admittance, some old RUBBER—overshoes, worn-out mackintoshes, rubber gloves, et cetera." The name sounded slangy, but the affair didn't prove so. The hostess had discovered that there was a sale for old rubber, and she had simply taken this means of collecting for her pet charity. When we had all deposited our burden in the center of the parlor floor it made a goodly heap, which was afterward sold. We had games and refreshments.

YELLOW CAT PARTY.

THE invitation note sheets have wee yellow cats instead of a monogram or crest, and invitees are told that the gathering is for a charitable purpose, "with charity at a fifty-cent limit for each person." The yellow cat is one of those delightful felines in saffron-colored "poster pottery," which the shops sell for match boxes, cigar ash holders and the like. The fun of the evening consists of a series of forfeit games, which may be new or old according to the fancy of the hostess. Instead of expiating his mistake by imitating an animal or other absurd performance, the player "feeds the cat"; that is, he drops one cent into the opening in the head of the por-

celain puss. No player is required to pay more than fifty forfeits during the evening. If he makes no mistakes he does not pay anything. There are two prizes. The player who has contributed most generously to charity receives the first award, because, the hostess explains, "Charity is rewarded tenfold." The second prize goes to the player who has least blunders to his account. Players are, of course, not informed of this merry little trick to be practiced in the distribution of rewards.

LOAN EXHIBIT FOR CHARITY.

ABOUT one of the most satisfactory ways of raising money for a charitable purpose is the "Loan Exhibit of Curiosities."

For this every one interested in the good work is asked to contribute—not a cake or a bit of fancywork or money, but the family heirloom, for a limited length of time.

An affair of this kind, recently given, proved an immense success, and reaped a substantial harvest of dimes and dollars for the philanthropic object in aid of which it was given.

A large number of women had a hand in the good work, for there were many departments, and each was in charge of a committee of twelve persons. In this way some of the committee could be in attendance at each afternoon and evening session, and no one feel burdened. It was necessary to have many and able solicitors in order that the requisite number of articles, and the right kind, should be obtained.

Each solicitor or exhibitor agreed to bring two or more friends, paying the admission price of ten cents.

Curiosities were gathered for one department, illustrating the dress and furnishings of different periods more or less remote; these were displayed on forms or pinned to lines and about the walls.

Ladies in attendance were gowned in ancient costumes, and had their hair arranged to correspond.

Some historical characters were represented where they could be well carried out, and the resemblances were striking in some cases.

Flax-spinning and other ancient customs were illustrated, and photographs were taken of the different tableaux, which were sold as souvenirs.

Another department displayed ancient dishes and pewter ware. An especially interesting feature was the art department, which exhibited valuable pictures, as well as portraits of prominent residents of the city.

The Oriental tea room proved very popular, and besides the articles loaned, such as embroideries, screens, fans, etc., there were tea, rice cakes and a consignment of Japanese wares for sale.

In another department there were displayed ancient books and documents, old flint-lock muskets, a Continental uniform and some antique foreign articles.

A consignment, of fine china and art goods was secured from a large establishment on very favorable terms, and the unsold articles were returned.

During the afternoon and evening of each day, ice-cream and home-made cake were sold; but perhaps the most profitable feature of the enterprise was the candy

booth. Here both home-made candy and that of the best makers was constantly on sale; and in order to have it fresh, different people had been solicited to make it for each day, besides which a considerable amount was made by the young girls in attendance during the forenoon.

A REAL CANDY BOOTH.

THE candy booth at a recent fair, as pretty as it was novel, had a roof supported by six huge sticks of old-fashioned red-and-white candy made by winding wooden poles with strips of red and white cotton goods. The roof itself was of peanut-brittle (over a more solid foundation of wood), in sloping Queen Anne style, very picturesque.

From this hung a fringe of popcorn balls, alternating white and pink. Penny slot-machines, which disbursed candy and hard chocolate, were rented as an attraction for the evening, and proved very popular.

A novelty much appreciated by the children was peppermint dolls—that is, sticks of peppermint candy with features colored on at one end, dressed in tissue-paper hats and gowns. These sold at five cents apiece.

The plan of the candy grab-bag, too, was new and very funny. It was filled with paper-covered candies, and the regulation was that each child, on paying five cents, put in his or her hand and obtained as much candy as the hand could hold. Very little people were allowed to let mother “grab” for them.

A COMPOSITE TEA.

ANOTHER successful combination of charitable intent and social event was carried out in the same neighborhood, and called a "Composite Tea." A wealthy member of the community kindly proffered his spacious garden for the purpose, and in some chosen corner of this each of the six most popular women of the neighborhood gave a private open-air tea—simultaneously, of course.

Each hostess issued her own invitations and invited her own receiving committee. She erected a tent or booth, proving tables and seats exactly as for an ordinary garden affair. The refreshments, whatever she elected to provide, were retailed by her pretty assistants at so much the plate or cup. Fancy articles of various kinds, as well as books and flowers, were offered for sale, and quite a little was realized in this way, although it was understood that an examination of the goods entailed no obligation whatever to buy. When her guests had been duly entertained in her own portion of the grounds they visited, in the company of their hostess, the other teas, lunching and purchasing wherever inclined to do so.

Admission was all by invitation, no fee being charged, and the sole revenue being derived from the edibles and fancywork. These two, however, brought in an amount which fully repaid the work of this unique Composite Tea.

CHINA CHECKS.

THE system of "China Checks" was the happy thought of some bright New York charity devotees. They intro-

duced it at a successful fair given in aid of an open-air charity. The idea was this: Any purchaser of refreshments was given a yellow card or check for each piece of china served to him during the course of the supper ordered. Thus he obtained one check for each cup, another for a saucer, one for every plate, one for every tumbler, and so on. Even the purchaser of a glass of lemonade and a sandwich was entitled to two tickets, one of them for his glass and one for the sandwich plate. Twenty checks entitled the holder to a present or "prize." These presents were wrapped in white paper and tied with ribbon. Each premium winner selected one from the table without knowing what the package contained. As all of the prizes had been donated for the purpose, no expense was incurred by this feature, and no prize-winner received anything cheap or tawdry. Some of the bundles contained dainty cups and saucers, vases, pitchers, candlesticks, and other articles in china. Others revealed pin-cushions, pin trays, bureau boxes and similar pretty things. Other ideas were ladies' collarettes, men's pipe racks, pen-knives, ink-stands and the like.

FLAG-RAISING FOR CHARITY.

A NEW version of the popular "Tag-Day" as a means of raising funds for local charity, was discovered by a large town in the Middle States. They made it a "Flag-Raising." The enterprise lasted an entire week. During that time, pretty girls, carrying United States flags on long wands, patrolled the streets and waylaid pedestrians,

either afoot or in vehicles, inviting them to purchase tiny flag badges to pin on gown or coat. These badges were sold for whatever the purchaser offered, anything from a nickel or a dime to a dollar being accepted. When any passer-by was seen to be wearing one of the flags, he or she was not, of course, "held up."

A FOOD SHOW.

AN original plan for raising money for charitable purposes, which proved highly successful in a large town of the Middle States, was a food show. The committee succeeded in interesting a number of manufacturers of standard food products in their good work, influence of friends being brought to bear, as well as several successful applications to advertising agents. These firms all sent exhibits with the understanding that they should be well advertised while being sold, the proceeds to go toward the philanthropy under consideration. Advertisements and placards were in some cases furnished for the purpose. The committee constructed the booths and decorated them tastefully. At each stall were a couple of fair aides dressed as demonstrators in a costume suggestive of the article sold. Thus, a Holland dress for a Dutch brand; a French costume for a dainty toilet soap, etc. These young women demonstrated the goods when this was necessary, gave away free samples and sold the retail article.

In addition to the manufactured articles there were booths where home-made products, from jams, jellies and

pickles to rolls and cake, were sold. The various brands of coffee and tea were sold by the cup. Tables were provided for those who wished to enjoy a picnic luncheon on the scene.

Patrons seemed to enjoy the change from the usual fair or church supper, and the net proceeds greatly exceeded the hopes of the promoters and the energetic committee.

PARTIES FOR GIRLS, OLD AND YOUNG.

A FUDGE FROLIC.

THE invitation asked each girl to bring a pan of her favorite fudge: chocolate, nut, maple, vanilla, whatever its flavor might be. A committee of three girls, relations of the hostess, who did not enter into the competition, pronounced upon the articles submitted, and awarded two prizes for the two most successful entries. The hostess then distributed a number of little leather-bound notebooks having the words "Candy Cookery" in gilt upon the cover. Each fudge-maker was asked to write down in her book the prize-winning recipe and the formulas for any other flavor which might have appealed to her taste. While the recipes were being copied, the contents of the various fudge pans were enjoyed by the company. Some lively contests followed, with boxes of fudge as rewards for the most successful competitors. For one of these games, half sheets of note paper and nicely sharpened pencils were distributed. Five minutes was allowed in which to write down the largest number of synonyms for

candy that one could think of. Such words as "sugar-plum," "sweetmeat," et cetera, were the nouns required by the game. For another bout the names of different kinds of candy—everything from yellow jack to French nougat—had been transformed to form words, sentences, or merely jumbled groups of letters. Fifteen minutes was allowed for disentangling these. The longest list disentangled in that time won a gift for the puzzler making it.

A FLOWER LUNCHEON FOR YOUNG GIRLS.

YOUNG girls are delightfully easy to entertain because they are responsive and appreciative. With pretty decorations, simple but dainty refreshments, and a hostess who does not show a line of worry in her face, your party will be a success.

Girls like pretty ornamentations, and a flower luncheon will appeal to them.

With a green dining-room, candelabra, shades, etc., you can combine white, yellow or pale pink. Daffodils and jonquils, tulips and pussy willows, or a little later the fragrant pink arbutus, can be used in combination, or one kind may be used exclusively. At a charming college luncheon last year, the tables had centerpieces of ferns, then pansies, purple and gold, sprinkled carelessly over the cloth. Violets would answer the same purpose, or the wood hepaticas, if one can get them.

For place-cards, one can have water-color paper decorated with the flower or fern one has chosen, and on

each an appropriate quotation. If one does not care to have the flowers all alike, suit them individually to each guest. For instance, for a girl named Margaret, there would be the daisy, with either of these quotations:

“Wee, modest, crimson-tipped flow’r.”

—*Burns.*

For a Violet, or a girl with violet eyes:

“A violet by a mossy stone,
Half hidden from the eye;
Fair as a star when only one
Is shining in the sky.”

—*Wordsworth.*

For a Rose, or a very queenly girl:

“Queen of the rosebud garden of girls.”

—*Tennyson.*

Or,

“O, my love’s like a red, red rose,
That’s newly sprung in June!”

—*Burns.*

For Lillian there are many beautiful quotations. For the girls whose names do not suggest flowers, their appearance or characteristics may be called upon for suggestions as to an appropriate flower.

A dainty menu for the luncheon might be as follows: Grapefruit with a strawberry in the center, or a slice of orange on a pretty plate, mounded high with powdered

sugar, and about it a circle of strawberries with stems and hulls. This is new and pretty and appetizing. For the next course serve bouillon in cups, with tiny bread-and-butter sandwiches cut in stars or flower shapes. Then salmon timbales, or omit this and serve chicken croquettes or sweetbread and mushroom patties. Lamb chops en casserole with peas, potatoes and carrots could be the substantial course, followed by lettuce and asparagus salad, vinaigrette dressing, then ice-cream baskets with strawberries or ice-cream served in tiny flower pots with grated chocolate over the top to simulate earth, and a bit of maidenhair fern sticking in the pot. Ices in regular flower shapes are also dainty, and can be ordered from the caterers or packed at home. The fancy cakes that go with this course would be frosted and decorated with candied violets and rose-leaves, and chocolate could close the luncheon, instead of the coffee that older persons prefer.

A simple two-course luncheon would be chicken salad, with delicate sandwiches or biscuit, pineapple sherbet, with little cakes and chocolate.

There are a number of flower games, any one of which would be appropriate. For instance, have ready lists of questions for each one to answer, with prizes for the one who does the best. The prize can be a growing plant in a pretty jardinière, a rose vase or a bunch of violets. If you choose the planting game your questions might be as follows:

If I plant my foot what would come up? A lady-slipper.

If I plant a boat what might spring up? Leeks.

If I plant a menagerie what birds, beasts and reptiles would come up? Adder's tongue, dandelion, snake root, wolf's bane, foxglove, pussy willows, larkspur, ragged robin.

If I plant a theologian what will come up? Jack-in-the-Pulpit.

If I plant a history what will come up? Dates.

If I plant a lively boy what will come up? Johnny jump up.

If I plant a bee what will come up? A honeysuckle.

If I plant a baby what will come up? Infant's breath.

If a cow is planted what will come up? Milkweed and cowslip.

If I plant a rich young bachelor what will spring up? Matrimony, or perhaps a bleeding heart.

Many other questions and answers of the same nature can be thought up.

LEAP YEAR ENTERTAINMENT.

THE poppy is the flower to conjure with in planning a leap year party. In sending out your invitations, select a poppy valentine or postcard, or write your invitation on a blank card with a pen-and-ink or water-color sketch of a poppy in the corner. Append to your invitation, written in the usual form, "Escorts and chaperons provided."

For the centerpiece of your table have a group of three pots of the artificial poppies that may be secured in paper or department stores. Radiate from these scarlet ribbon runners or strings of small red paper hearts, terminating at each gentleman's plate.

On top of the poppies, lightly perched or held in place by invisible wire or ribbons coming down from the chandelier, have a pretty paper or china doll, dressed in fluffy ballet dress, that holds in its hands a tiny pennant inscribed "Our turn."

WOMEN TAKE INITIATIVE.

It goes without saying that at the leap year party the women take the initiative. They should assist the gentlemen in taking off their wraps, see to it that they are comfortably seated out of any chance draught, escort and seat them at the table, holding doors open for them to pass through, and finally offer to see them home.

It is indeed an admirable opportunity to show by example all the little delicate courtly attentions that women appreciate, but not all men know how to show.

UNIQUE LEAP YEAR CONTESTS.

In a leap year party, contests are in order, pitting one sex against the other. Let the men be detailed to thread needles, so many a minute, and the women to roll umbrellas. The men to make buttonholes or trim hats and the women to drive nails. Ask each man to write out his favorite recipe for making cake or salad, and the women to give a speech on campaign issues.

For prizes, these will surely be appreciated. Give the man a neatly stocked workbox, suiting its contents to a lone bachelor's needs, and for the woman a small chest of tools that she can use for the hundred and one little

"jobs" that frequently come her way, and for which she is seldom properly equipped.

A progressive proposal game is also a feature of many leap year parties. Cosey corners with just room for two are arranged all over the house, and in each a young man is seated, first being presented with a fan to hide his blushes, a number of mittens cut from cardboard, and one ring.

Now the girls have their "innings," progressing from booth to booth and popping the question in each one, in any way that seems most appropriate.

Her answer comes in the shape of either the ring or the mitten. At a recent affair of this sort the brother of the hostess was provided with nothing but rings (this, of course, *sub rosa*), so that none of the fair proposers should feel slighted in being left out entirely.

Appropriate prizes are awarded the most popular girl who has the greatest number of rings to show for her campaign, and a consolation pair of mittens for the one who has received the most "turndowns." If preferred, a turned-down collar can be substituted for the mittens or gloves.

If cards are played, there are leap year score cards. Or the ever amusing hat contest could be arranged.

Provide for the game as many hats as you expect gentlemen. Buy bargain hats for five or ten cents, trim them yourself with paper flowers and ribbons. Attach to some of them puff, frizzes and curls of hair, and fit each boy with a hat.

A PROGRESSIVE BUBBLE PARTY.

WHILE a very old favorite, the "Bubble Party" continues one of the best we have.

It can be arranged with equal success for the youngsters or grown-ups, and great diversity is possible in arranging the contests. A programme including some of the best of these is given below :

There are several ways of preparing the invitations with dainty effect. For one, they can be written on tinted paper embodying the prismatic tints of the bubbles, which are easily applied with a water-color brush.

Or use large-sized cards, across the top of which you have sketched a couple of soap bubble pipes crossed and tied with a bow of baby ribbon.

Or, for an adult company simply use a visiting card and write Soap Bubble or Bubble Tournament in a corner, with the date, hour and place. Little folk's invitations might include a request to come wearing school aprons.

The hostess provides in advance a quantity of tissue-paper caps, which must be of different tints, each hue being in equal numbers.

As the guest arrives he or she is tricked out in a tissue-paper cap, short hatpins being on hand to skewer on those of the feminine contingent.

Pink and blue make a pretty choice, although any other preferred can be substituted by the individual hostess.

When all have arrived, a small hand-bell summons the company to attention, and each boy is told to secure a girl for his partner. The choice must be made among

those wearing one's own color. Bubble pipes, decorated with ribbon of the same tints, are distributed at the same time.

Small tables have been provided as for cards, and in the center of each of these stands a bowl of foamy suds.

Over the table most prominently placed, say that in the center of the room, hangs a huge wreath of tissue-paper flowers.

Over each table, for a children's party, a grown-up umpire presides, watching the contest closely, and deciding any points of dispute which may arise.

At the first table the fun lies in seeing who can blow the largest bubble, turns being taken from right to left. Three minutes is allowed.

At the second table, partners blow in pairs—that is, pipes are held together and two pipes form the same bubble.

Let players at the third table see how high they can force their bubbles, the supreme feat being to touch the ceiling.

For the fourth round let the players ascertain how many bubbles can be produced by dipping the pipes a single time in the suds. The greater the number, the larger one's success.

At the center table the bubblers are called on to test their skill in blowing bubbles through the wreath of flowers.

A very pretty system of scoring the points of the players at each table, consists in tying a wee ribbon bow to the pipe-stem of the successful contestant.

This must, of course, be in his or her own color as

represented by the cap worn. The players so distinguished pass on to succeeding tables, leaving the losing ones to "try again," next round.

Instead of having long rounds, let the time be short, the children making the circuit of the tables three times or more before the prize is decided.

This last is done by counting the colored bows on the pipe-stems. The soap bubble outfits, which are now sold already prepared in attractive boxes, make an excellent choice for children's prizes. The grown-ups, when the party is arranged for such, could receive flower vases or bowls in delicate glass.

Consolation prizes might be boutonnieres of violets for the men, and wee pots of blossoming hyacinths for the girls.

As the progressive bubbling will not occupy the entire evening for the average entertainer, a tournament might be inaugurated as a new feature of the fun.

Here, a length of rope (the clothes-line will serve) is swung across the room. Tables holding bowls of suds are placed near at hand.

Each player receives at the same time an inexpensive Japanese fan.

Range those with blue head-dresses on one side, those wearing pink opposite. Station all in straight lines three feet apart.

When the signal is given, all on one side endeavor to blow bubbles over the heads of the opponents, who try equally hard to waft them back with the fan.

The round lasts five minutes, after which the opponents have their innings. An umpire is necessary in order to

decide various questions—notably the oft-recurring one, on which side of the line a bubble bursts.

The side forcing the greatest number of bombshells over the enemy's lines is, of course, winner.

Candy pipes are appropriate trophies for a juvenile entertainment. Inexpensive scarf and stick pins might be distributed among the members of a victorious adult division.

A SHAKESPEARE BIRTHDAY ENTERTAINMENT.

A DELIGHTFUL little plan for an April party is to arrange it for the twenty-third of the month—making it a Shakespeare Birthday affair. Shakespeare students will remember that the great man was born in the month of April, probably on the date mentioned. The foundation of the entertainment is a series of puzzles based upon the immortal dramas, and of a nature which old and young will enjoy.

The first puzzle game is played with cards improvised by the hostess especially for the occasion. The “pack” contains forty-eight cards. Carte de visite size is best for the purpose.

Each four cards are made to represent one of the great dramas. Each card in a group of four bears the name of a character in the book represented.

THE CARDS.

Thus, the cards representing “Twelfth Night” have written upon them the names of Sir Toby Belch, Viola,

Malvolio and Olivia. For "As You Like It," Rosalind, Orlando, Touchstone and Audry could figure.

Names of heroes or persons giving the title to the book—for example, Macbeth—should not be chosen, as this renders the guessing too easy.

All cards are thoroughly shuffled before beginning the game. They are now divided equally among all those present. The aim of each player is to get possession of as many of the books as possible. In order to secure one or all he must be acquainted with, or at least guess correctly, the *dramatis personæ* of each play.

When he receives his share of the cards the player examines them, and if he finds any complete book, lays it aside. When no one can form further books from the cards in hand the drawing begins. Each persons draws from the hand of his left-hand neighbor. If, by this drawing, he should form a book, it is laid aside. When all cards in the pack have been formed into books, the game is at an end. Then follows the counting of the books. Each book correctly formed counts one point toward the prize. Any incorrect book causes the player to lose five points. It is, of course, the person having most points when accounts are settled up who wins the prize. A book of Shakespeare quotations makes an interesting gift in this connection.

FOR A LARGER PARTY.

In case of a large party, the forty-eight cards will hardly be sufficient. The game can be rendered more available by adding more books. When the list of books

is exhausted, it can be further increased by enlarging the books themselves. Each book can contain eight cards, representing eight characters prominent in the story.

The second feature of the evening is a fascinating puzzle contest called the "Shakespeare Medley." For it seat your company around a table on which are placed a number of small objects, which, when correctly guessed, will give the names of famous characters in the dramas. The puzzlers inspect the objects on the table—this may, if preferred, be done walking—and write down the names as they suppose them to be. A lucky guess counts one point gained, an unlucky one two points lost; so that indiscriminate guessing is not to be indulged in. Here are a handful of suggestions for representing the characters:

THE PUZZLES.

A stone with a placard marked "Feel It," Touchstone. An olive in a saucer with the letters A and E, Olivia. A picture of Niagara with a staff cut, or imitated, from music, Falstaff. A picture of Queen Anne and a page from an old magazine, Anne Page. A picture of Rome and the letters O and E, Romeo. A picture of Romeo and the letter D written upon it somewhere, Dromio. A statuette or other representation of Michael Angelo gives Angelo in "Measure for Measure." A handful of old-fashioned jackstraws gives (jacks), Jacques. A bee in imitation jewelry and the word "at" written upon a card with a little rice scattered over them, Beatrice. A statue of George slaying the dragon, or of any celebrated warrior, suggests Hero.

The man or girl who is most successful in working out the hidden names receives a Shakespeare calendar.

The motif of the evening can be suggested in half a hundred ways throughout the supper that follows. Favors can be plaster-cast busts of the great man; ice-cream can take the shape of swans, suggesting the "Swan of Avon." Bonbons are offered in wee boxes representing volumes of Shakespeare.

A PROGRESSIVE ART PARTY.

AS THE party was to be progressive, we prepared five tables. Over the first table we suspended a pretty illuminated sign which read, "Famous Faces." On the table we placed twenty-five pictures, cut from magazines and advertisements, of celebrated artists. Each picture was numbered, the name being carefully removed. The object of the game was, of course, to guess the name of each great man. We kept a list of the correct names, and opposite them, for the purpose of identification, the numbers given.

For the second table we prepared twenty-five prints of masterpieces collected from the same sources and numbered in the same way. Of course, only pictures which every one is expected to know are chosen, such as familiar Madonnas; "The Last Supper," by Da Vinci; "The Angelus," by Millet; Burne-Jones' "Golden Stairs"; Corot's forest scenes. No portraits were included, as these were reserved for another contest. The name of the picture, and that of its painter, were necessary to constitute a cor-

rect guess. The placard above this table read "Masterpieces."

As a third test of the art information of our guests, we prepared a small basketful of slips of paper, each slip giving the name of some celebrated artist, arranged in anagram. In this way Titian masqueraded as Natiti, Botticelli as Clibotelti, and Whistler as Sihtrelw. Thirty of these tangles we thought were likely to keep the quickest wits busy between signal bells. This contest we christened "Jumbled Art."

The club members were next confronted with twenty-five of the world's famous statues, nameless and numbered. We took particular care to select only marbles that would or should be familiar to all, such as Angelo's "David," "The Venus de Medici," "Winged Victory," and their like. The card above this table read "Marble Masterpieces."

The statues were followed by one of the most amusing games of the series. We called it "Sliced Portraits." To prepare for it, we took magazine and advertisement prints of twelve well-known portraits. These we cut lengthwise in strips of one and one-half or two inches in width. We worked carefully with ruler and pencil, to insure straight lines and prevent rough edges. The strips were put into a small basket and thoroughly mixed up. At the beginning of the game each player helped himself to a handful of strips and tried to form a picture from them. The two players who had succeeded, by the time the bell rang, in putting together the greatest number of portraits, progressed to the next table. I forgot to say that, before cutting the pictures, we pasted each one very smoothly

upon thin cardboard. We were very careful in preparing the slices to select prints that were, as nearly as possible, of the same size and tint, so that color or length would not aid in the work of matching.

"Anagrammed Artists" greeted our friends at the sixth and last stage of the progression. Here we placed twenty-five small cards cut from a sheet of cardboard and numbered. On each card was found the name of an artist—either of brush or chisel—arranged in anagram. That is, drawings and photographs had been cut from magazine advertisements and pasted in such a way upon the cards that, correctly read, they gave the celebrated name. In this way a little picture of an angel which we surrounded by a huge letter O in India ink, stood for Angelo. A picture of a blackbird in the act of vocalizing stood for Whistler. Two very farmery farmers, carpet bag in hand, suggested Rubens to the quick-witted player.

The progression from table to table was arranged exactly as for a card affair. Each player drew the number of his table, his set and partner in the beginning. An inspector passed from table to table at the close of each round, examined the work of each player, and sent the two most successful young people progressing.

We wanted to have the prizes appropriate to the nature of the entertainment, and to have them better than the useless trifles so often given. After much deliberation we bought a couple of good photographs of the old masters and two illustrated books on art.

MARRIED COUPLES' PARTIES.

A YOUNG literary woman, who recently joined the ranks of matrons, shortly after her marriage gave a married couples' party, which caused general amusement and much fun.

Married couples only were asked. Each woman invited received a card engraved in this formula :

“Mrs. Sidney Jones requests the
pleasure of
Mrs. James Halliday's presence
at a Husbands' and Wives'
entertainment on
Thursday, June 24, at nine p. m.
Please bring your matrimonial exhibit with you.

Of course, the exhibit was understood to be the inferior half.

Arriving guests were received by the young hostess and her own exhibit, standing together. Printed lists of rules and regulations were tacked up in convenient locations around the parlor.

These rules were humorously worded to suggest a cat or dog show. They furnished abundant amusement for the early arrivals, while waiting for the inevitable laggards.

A few of the rules which linger in memory will serve to give the idea :

1—If exhibits are unruly they may be brought in by the rear entrance.

2—Exhibitors must be prepared to take their exhibits with them in leaving.

3—Exhibits will be fed and watered on the premises.

When all expected were on the scene, each woman guest received a long examination paper, the subject of which was her exhibit. The examination consisted of a series of questions with blanks opposite, to be filled in by the better half.

The hilarity of this feature may readily be imagined from the questions, a few of which follow.

No matron was excused on any plea whatever from filling in the blanks.

EXAMINATION.

Is your husband expert in buttoning up the back of your shirtwaist?

Is he reasonably patient in house-cleaning season?

Would you rather live in a tent with your husband than in a palace with any other man?

Half an hour was allowed in which to work out the answers. It was explained that the wit of the wife in avoiding confessions damaging to her partner was the special excellence to be aimed at, and for which the prize would be awarded.

The results were judged by a committee composed of "a spinster, a widow and a grass widow."

In another round the men were given bundles containing samples of dress goods, etc. Each sample was

numbered. Pencils and paper were distributed, and each husband was required to write down the name of the material, of the shade, and to pronounce upon the quality, whether inferior or good, identifying each name with the number of the sample for the sake of precision.

Half an hour was allowed for this strenuous task. The man who performed it most satisfactorily won a blue ribbon. The ladies' first prize was "The Love Letters of Elizabeth Barrett Browning." Boobies were booklets on "How to be Happy Though Married" and framed mottoes counseling patience, forbearance and kindred virtues to married couples.

Each woman passed in to supper on the arm of her own life partner.

Temperance toasts appropriate to the occasion were drunk and responded to by members of the opposite sex.

One to "Our Husbands," was proposed and answered by members of the fair sex.

The men used a gallant adaptation of an old favorite:

"Sweethearts and wives;
The latter always the former."

White ribbon-tied boxes containing wedding cake were distributed as souvenirs, and the hostess, while the couples were passing out of the dining-room, cast an old shoe after them.

PALINDROME PARTY.

A NOVEL PARLOR ENTERTAINMENT FOUNDED ON WORDS
READING THE SAME BACKWARDS AND FORWARDS.

THE English language is not rich in palindromes, say the authorities, but nevertheless there are quite enough of them to found a most successful evening party upon—as a bright New York girl proved not long ago.

It may save some hostess a trip to the “Unabridged” to explain right here that a palindrome is a word or sentence which reads backwards and forwards the same.

Every one knows the famous palindrome sentence by which Adam is said to have introduced himself to his new wife: “Madam, I’m Adam.” Then there is the equally celebrated one called the soliloquy of Napoleon, “Able was I ere I saw Elba.” But there are not enough of these to found a puzzle series upon, and in any case they are more difficult to guess than palindrome words.

These palindrome words, however, make delightful riddles. It is only necessary to put each answer that occurs to the mind to the test of reading backwards in order to determine whether or not one’s answer is correct.

Here is a good set of questions with the answers attached. To prepare for the game, write the questions on as many cards as you expect guests :

PALINDROMES.

- 1.—The first lady of the land, in three letters? Eve.
- 2.—Relating to civil life, in five letters? Civic.

3.—A legal document, in four letters? Deed.

4.—What baby says about candy, in four letters?
“Dood.”

5.—Something the most stupid person can see through,
in three letters? Eye.

6.—A gentle domestic animal, in three letters? Ewe.

7.—One of the famous pair of giants, in three letters?
Gog.

8.—Something used by burglars, in three letters? Gag.

9.—Part of the verb to do, in three letters? Did.

10.—A small vehicle, in three letters? Gig.

11.—The condition of the grass in the morning, in five
letters? Dewed.

12.—The cry of a bird or chick, in four letters? Peep.

13.—Made a god of, in seven letters? Deified.

14.—Twilight time, in three letters? Eve.

15.—A lively and popular pet, in three letters? Pup.

16.—Describe the wise man's head (colloquially) in five
letters? Level.

17.—Something worn by baby, in three letters? Bib.

18.—A palindrome for the neck, in six letters? Tippit.

19.—A man's name in abbreviated form, in three letters?
Bob.

20.—Part of a ship, in four letters? Poop.

21.—A word meaning before, in three letters. Ere.

22.—A sharp, sudden noise, in three letters? Pop.

23.—One who resuscitates, in seven letters? Reviver.

24.—A powerful scent, in four letters? Otto.

25.—A feminine name occurring in the Bible, in four
letters? Anna.

26.—A diminutive form of the preceding, in three letters? Nan.

27.—A form of address for a lady, in five letters? Madam.

28.—The tramp's way of saying the above? Mum.

29.—How Biddy, just over, would say it, in three letters? Mim.

30.—The small boy's way of saying it, in three letters? Mam.

31.—A slangy palindrome, meaning to be silent, in three letters? Mum.

32.—To choke, in three letters? Gag.

33.—A vigil, in three letters? Eve.

34.—A diminutive for father, in three letters? Dad.

35.—Part of an oyster, in three letters? Eye.

36.—Part of a fruit, in three letters? Pip.

37.—A religious devotee, in three letters? Nun.

38.—A negative prefix, in three letters? Non.

39.—More red, in six letters? Redder.

40.—To allude to, in five letters? Refer.

41.—To cover the walls a second time, in seven letters? Repaper.

42.—Rulers of Persia, in five letters? Shahs.

43. Old Scandinavian ballads, in five letters? Sagas.

44.—What the careful observer always does, in four letters? Sees.

45.—What all singers prefer to sing, in five letters? Solos.

46.—Two palindromes that always go for each other, in three letters each? Tit (for) tat.

47.—An article of belief, in five letters? Tenet.

- 48.—The sound of a tin horn, in four letters? Toot.
 49.—A colloquial form of address for a little girl, in three letters? Sis.
 50.—The same for a little boy in three letters? Bub.
 51.—A small, common bird, in three letters? Tit.
 52.—Soft nutriment for infants or aged people, in three letters? Pap.
 53.—What palindromes are always held by bishops, in four letters? Sees.
 54.—A very small person or thing, in five letters? Minim.
 55.—That which produces rolling or turning, in seven letters? Rotator.
 56.—A Dickensonian exclamation that checks or rebukes, in six letters? Tut, tut!
 57.—Natural divisions of animated life, in five letters? Sexes.

The reverse sides of the question cards should be left blank for the answers.

SUNSHINE SOCIAL

THE "Sunshine Party," arranged by a committee of senior high-school girls, is full of suggestion for those in search of new ideas, who wish to entertain inexpensively.

Invitations were written on yellow-tinted paper; at the top of each sheet was painted a little, smiling likeness of "Old Sol" surrounded with golden rays.

Decorations of the room were in yellow, and consisted

of yellow tissue-paper streamers, yellow paper lanterns, with also tin basins and vases of goldenrod.

The hostesses all wore yellow gowns, or white with yellow ribbons. The first frolic on the programme was a contest in suns. A dozen cardboard disks had been cut out and covered with a gilt paper. Each disk was just a trifle larger or smaller than the others. Each was marked with a letter, but the letter had no reference to the size. These suns were suspended by gilt shop string from the ceiling in different parts of the room. Players received pencils and paper, and were invited to guess the sizes of the suns—naming the largest first, and so on down to the smallest. This was done, indicating them by the letters as the player thought they should go. It proved highly diverting. The man or girl guessing most cleverly received a book of nonsense verse.

Another round passed entertainingly in guessing sons and suns of a different sort. This was a puzzle game. Cards were passed on which the following queries were written. Players were asked to discover in each a son or a sun:

A sun that shines only once a week? Sunday.

A son who wrote poetry? Tennyson.

A son famous as philanthropist and emancipator? Garrison.

A famous singing son? Sontag.

A sun meaning numerous, various and indefinite? Sundry.

A brilliant jeweled sun? Sunburst.

A botanical sun that eats insects for food? Sundew.

A sun found in the water? Sunfish.
 A sun directed against sun? Sunshade.
 An evil dog-day sun? Sunstroke.
 A sun that breaks or divides? Sunder.
 An annoying summer sun? Sunburn.
 A small boy son? Sonny.
 Two Presidential sons of the same name? Harrison.
 A sun worn by women? Sunbonnet.
 A sun in the garden? Sunflower.
 A Spanish lady's son. Sonora.

Thirty minutes was the time limit for discovering the various suns here riddled. The player answering most correctly won a prize.

Another contest was in seeing who could smile in the sunniest way. A prize was offered for the pleasantest, and but one person smiled at a time.

The supper table was, of course, yellow-trimmed, and quantities of circular yellow lanterns swung around the frieze flooded the room with light. Place-cards were little sun shapes covered with gilt paper, and having the names of the guests written on one side. On the reverse was written a sunshine quotation.

OLD MAID PARTY.

DECORATE the cards or correspondence paper on which you write your invitations with sketches of spinsters wearing frilled caps and enjoying cups of tea. Trim the

rooms with parrots and cats cut from colored cardboard. Prepare a question game about the celebrated maidens of history, as:

Who is the most celebrated spinster of French history?
Jeanne d'Arc.

Who was the most celebrated spinster of English history?

Queen Elizabeth.

What favorite writer of girls' stories never married?
Louisa M. Alcott.

What beautiful and romantic girl in Tennyson's poem died for love of a gallant knight?

Elaine, the lily maid of Astolat.

A contest in which each girl writes a model love letter, as she thinks it should be, will bring out some diverting specimens. Award a prize for the cleverest.

Then have a cat without a tail, as in the famous Donkey Party. The fun lies in seeing who can furnish him with a caudal appendage. This has to be done with the eyes bandaged, of course, one girl being blindfolded at a time.

If the programme is still not quite completed arrange several tables at which Old Maid is played progressively with two Old Maid cards in each pack.

A NOVEL SCHOOL ENTERTAINMENT.

A SCHOOL PARTY is exceedingly amusing among people who know each other well and will be new to many hostesses. The woman or young girl who seems to have

exhausted other ideas for entertaining at slight cost might try this idea next time.

The parlor is furnished to represent as much as possible an old-fashioned schoolhouse, or rather to burlesque this seat of learning. Benches and desks will probably be too difficult to obtain, but there may be a single desk for the teacher, and the unupholstered wooden chairs from the kitchen arranged in rows for the scholars.

The hostess acts as teacher, or, if she prefers, some lively friend previously initiated may be asked to assume this important rôle.

Each guest, as he or she is welcomed, receives a school slate with pencil and slate eraser.

There should be a "dunce stool" and dunce cap to take the place of the usual forfeit, and this must be occupied a few moments by the player who fares worst in each respective competition.

When the company have assembled "school" is announced by the ringing of a little bell by the teacher. The pupils range themselves on the chairs facing the instructor's desk and prepare for "lessons."

One of the first of these might be a novel spelling competition in which the questions asked by the hostess are answered by letters having the sound of words. Thus, spell a summer dress goods in two letters? To which the answer is P. K. (Piqué). Following is a list of the spelling questions:

Spell Katherine in two letters? K. T. (Katy).

Spell the Christian name of Charlotte Brontë's sister in three letters? M. L. E. (Emily).

Spell a despicable trait of character in two letters?
N. V. (Envy).

What all earthly things come to in two letters? D. K.
(Decay).

Spell the octogenarian in two letters? A. T. (Eighty).

Spell not difficult in two letters? E. Z. (Easy).

Spell to prophesy with a numeral and a letter? 4 C.

Spell what each person desires to do in this competition in two letters? X. L.

Spell a charming imaginary place beloved of poets in three letters? R. K. D. (Arcady).

Spell endowed with wisdom in two letters? Y. Y.
(Wise).

Spell a school composition in two letters? S. A.
(Essay).

Spell a medicine causing sleep in two letters and a numeral? O. P. 8 (Opiate).

Spell a funeral poem in three letters? L. E. G.
(Elegy).

Spell too much in two letters? X. S. (Excess).

Spell another form of Helen in two letters? L. N.
(Ellen).

A good book of charades or conundrums would make a suitable prize for the man or girl who is most successful in his or her spelling lesson. Another idea would be to give the player who spells most words correctly before the second bell rings, a good behavior ticket, and to have these good behavior tickets count toward prize to be given at the close of all the games. The person whose lesson contains most mistakes or blank spaces must oc-

cupy the dunce's stool and wear the pointed cap for several minutes as a forfeit.

If it is possible to obtain a school blackboard for the use of the scholars, the second frolic might be a writing lesson in which each man or girl writes a sentence on the blackboard, using chalk and the left hand to write with. Give a prize in the form of a silver pen or pencil; or, following the other idea, a "good ticket" rewards the person whose writing is pronounced best by the hostess. Of course, if the blackboard is not obtainable, this competition can be played with the slates, but it makes matters more amusing if the writing is visible to all.

A composition is another idea which never fails to produce fun. Ten minutes only is allowed for this and the slates are used for it. Of course, the subject chosen will be humorous or timely. Ask the pupils to write, for example, on "The Industrious Ant," or "My Favorite Study," or call for an essay on the holiday in celebration of which the party is held, if there is one. Give a new book on some timely topic as a prize.

For another round secure a couple of school "readers." The older the fashion of these the better, as the stilted style and queer woodcuts will add to the amusement. Have each person read aloud for five minutes, skipping certain words—"and," "I," "it," for example, or saying "buzz" when he reaches these, instead of pronouncing them. Give the prize, or the "Good" ticket, to the player who reads with fewest mistakes. The forbidden words should be changed from time to time in order to add to the difficulty of the game. Give one of the magnifying

glasses so useful in reading fine print if a trophy is in order.

By this time the bell will probably ring for "recess." Refreshments are served in little school baskets, two persons sharing one basket. The goodies which go to make up the school lunch are appropriate. Sandwiches, cakes, oranges, olives, apples and bananas, with, perhaps, apples and nut candy, would make a good selection. Milk, cocoa and ice-cream if desired may be passed on trays.

A GOLDENROD PARTY.

FOR a pleasant evening, either indoors or out, try a Goldenrod Party.

This idea is equally good for a company of young people or for the tots, altering the programme of fun to suit the ages of the company expected.

On the morning of the appointed date make a trip to the fields in search of goldenrod. This can be arranged in wooden washtubs, which are afterward wreathed in green or covered with green tissue paper.

Filled into jars and vases it is used in different parts of the room. Bank the unused fireplace with it, mass it upon the mantelshelf and let huge bunches tied with yellow or green ribbon trim the chandelier.

For a company of older boys and girls, arrange a competition in drawing a spray of goldenrod, which may be done with the eyes open or closed, according to previous agreement.

Give some little fancy trifle in yellow as a prize for the

best drawing. It would be amusing, instead of passing around the cards, to blindfold each one in turn and send him or her to the blackboard for the drawing. Of course, many would fail to reach the board, and the flowers would, moreover, be most of them very laughable specimens, when accomplished at all. Give a dainty vase as a gift for the best attempt.

Other contests could consist of a herbarium to be formed out of the word "goldenrod," with a prize for the boy or girl discovering most other words therein, and a four-line stanza on the flower, in which the most graceful poet is rewarded with a box of candy.

Let the children at a juvenile Goldenrod Party try to draw the flower for a prize. The literary games will be beyond them, and the following simpler fun can be substituted:

The children stand in a circle, with one child in the middle. Each child has previously been given a slip bearing the name of some animal. These slips are seen by all the company. The child in the center of the ring holds a rod covered with gilt paper.

When the hostess claps her hands first the children dance around their companion holding the goldenrod. A second signal, and they come to a standstill. The child in the center then points his or her goldenrod at some member of the company, who must immediately respond with the name of the animal on his slip. If the goldenrod in the center succeeds in taking some one off guard, this person must exchange places with him. The game then proceeds as before.

At the end let all the children form bouquets from the

goldenrod in tubs and award a prize for the prettiest nosegay formed. These bouquets are retained as souvenirs of the occasion.

AN ICE CARNIVAL.

ON a warm day in June the mere name of an Ice Carnival is cool and alluring. The entertainer who believes in the potency of suggestion will surely arrange one.

Invitations may be issued and the rooms decorated as previously described for a parlor snow frolic. Hostess and any one who assists in receiving the guests should dress in white. In fact, at this time of year it would not be too exacting to require the guests also to wear white costumes.

On a cardboard scroll are written the various rules of the evening. The scroll is finished with a border of white cotton batting snow. Some of the rules are:

Carnival guests must not carry fans.

No allusion whatever must be made to the heat.

Such words as "sun," "melting," "tropical," "sun-stroke" must not be pronounced.

A real thermometer is embedded in a bowl of ice so as to give a freezing temperature, at least, and a large imitation of the same useful apparatus fashioned from cardboard shows the mercury "below zero."

Any one transgressing any of the rules inscribed on the scroll is condemned to expiate this offense by some ludicrous stunt.

He or she might be required, for example, to mem-

orize the poem "Beautiful Snow," to draw a snow man on the blackboard with eyes shut, to encircle the room three times holding a morsel of ice in the palm.

One of the contests of the evening is a puzzle game founded on words ending with the syllable "ice" or "ise." A list of the riddles is given to show the plan:

SKATING RINK.

- The ice of inducement? Entice.
- The fussy ice? Precise.
- The ice most feared by womankind? Mice.
- The ice of the poltroon? Cowardice.
- The ice of the unjust? Prejudice.
- The ice of games? Dice.
- The ice of disease? Jaundice.
- The ice that should satisfy? Suffice.
- The ice of religious worship? Sacrifice.
- The aromatic ice? Spice.
- The ice of established value? Price.
- The ice of invention? Device.
- The ice found in woman's dress? Bodice.
- The ice of public employment? Office.
- The ice of the cathedral builder? Edifice.
- The ice of the trickster? Artifice.
- The ice of sacred vessels? Chalice.
- The ice of steep ascents? Precipice.
- The ice found in woods? Coppice.
- The ice among grains? Rice.
- The miser's ice? Avarice.
- The ice of the whimsical? Caprice.

The ice of habit? Practice.

The ice of the youthful tradesman? Apprenticeship.

The ice of the righteous? Justice.

The ice of those employed? Service.

The ice found in casement windows? Lattice.

The ice of peacemakers? Armistice.

The player who in fifteen minutes can riddle out most varieties of "ice" wins a glass paper-weight in the form of a block of ice.

In another round white cards having white pencils attached to them with baby ribbon are distributed and players are given ten minutes in which to write down the names of all the cold things they can recall. A few of the available terms will serve to give the plan:

Snow Man, Snow Image, Snowdrift, Ice-cream, Iceberg, Refrigerator, Ice-floe, Polar Bear, North Pole, Frozen Custard, Cold, Icy, Frost-bitten, Chilblain, Frost, Winter, Hoary, Esquimaux, Peary, Snowflake, Iceland, Frigid, Ice-locked, Chilly, Icicle, Ice-water, Arctic Circle, Boreas, Snow Queen, etc.

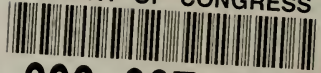
A copy of "Snow Bound" and other poems by Whittier would make an acceptable gift for the player recalling the greatest number of chilly nouns before the second bell rings.

Ice-cream and cake, with ice-cold lemonade and raspberry vinegar for beverages, would make a simple yet sufficient refreshment for a warm day party.

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